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SHATTERED SOLDIER™

OFFICIAL STRATEGY GUIDE

by Michael Lummis

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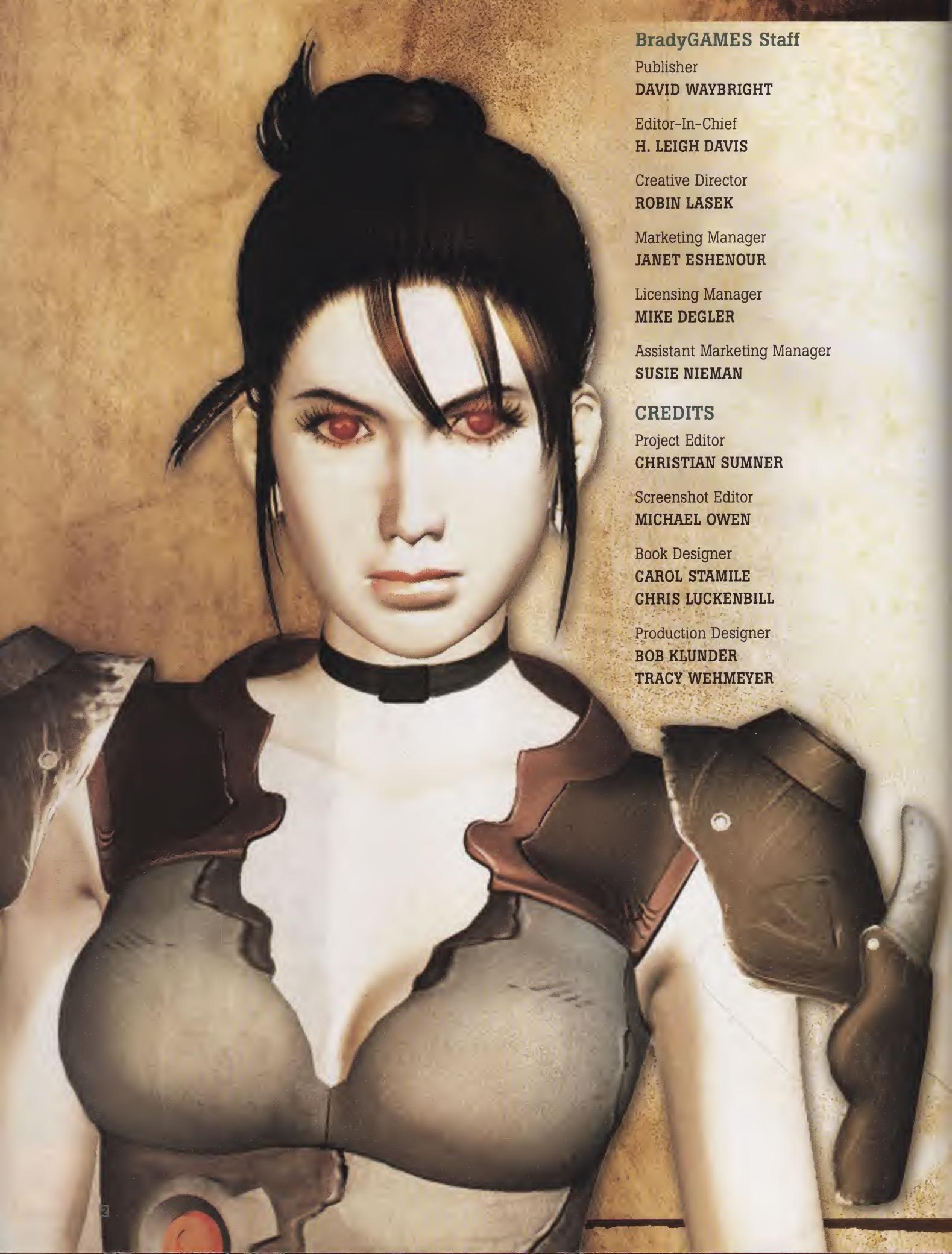


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SHATTERED SOLDIER™

OFFICIAL STRATEGY GUIDE





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CONTRA: SHATTERED SOLDIER™ OFFICIAL STRATEGY GUIDE

By Michael Lummis

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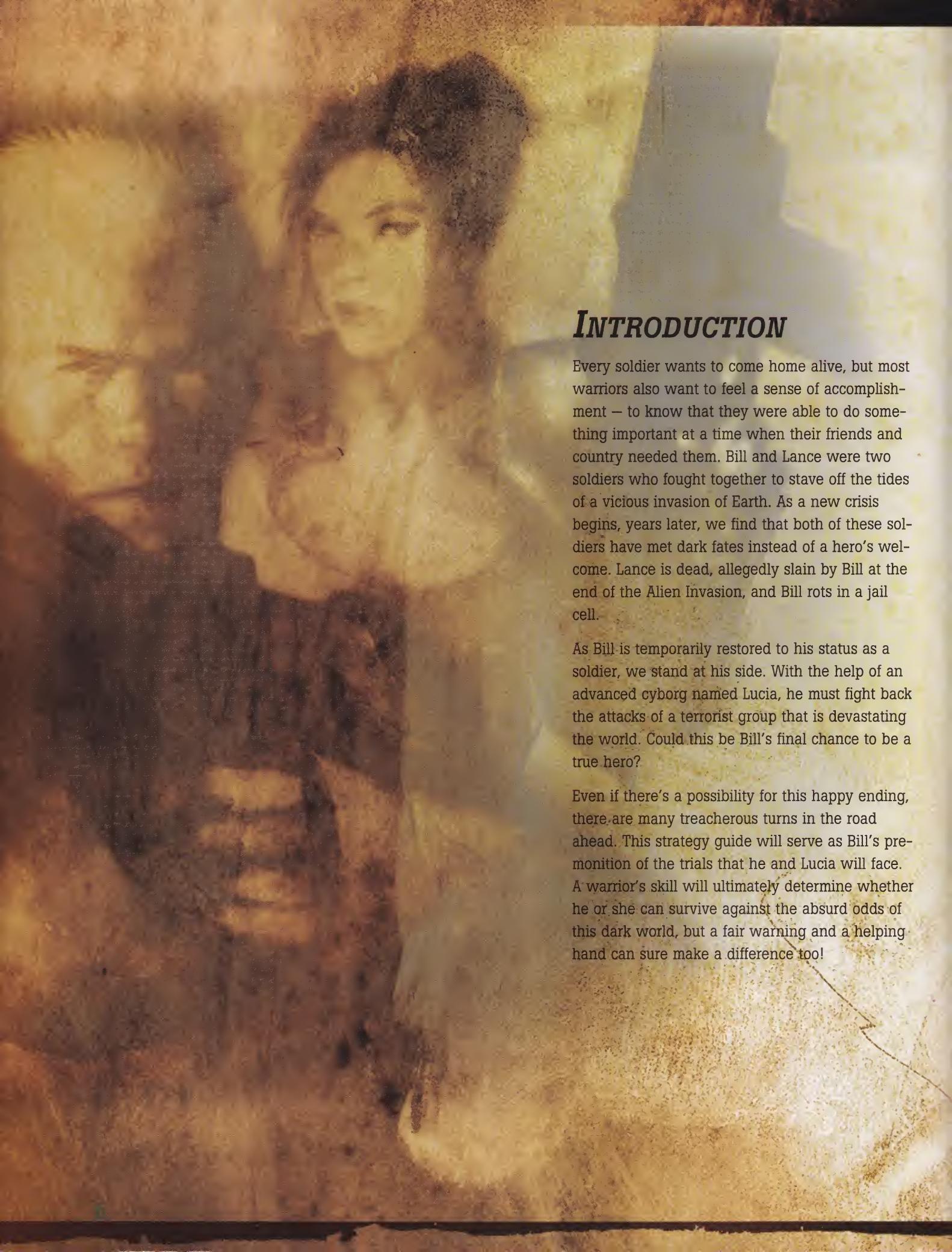
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INTRODUCTION

Every soldier wants to come home alive, but most warriors also want to feel a sense of accomplishment — to know that they were able to do something important at a time when their friends and country needed them. Bill and Lance were two soldiers who fought together to stave off the tides of a vicious invasion of Earth. As a new crisis begins, years later, we find that both of these soldiers have met dark fates instead of a hero's welcome. Lance is dead, allegedly slain by Bill at the end of the Alien Invasion, and Bill rots in a jail cell.

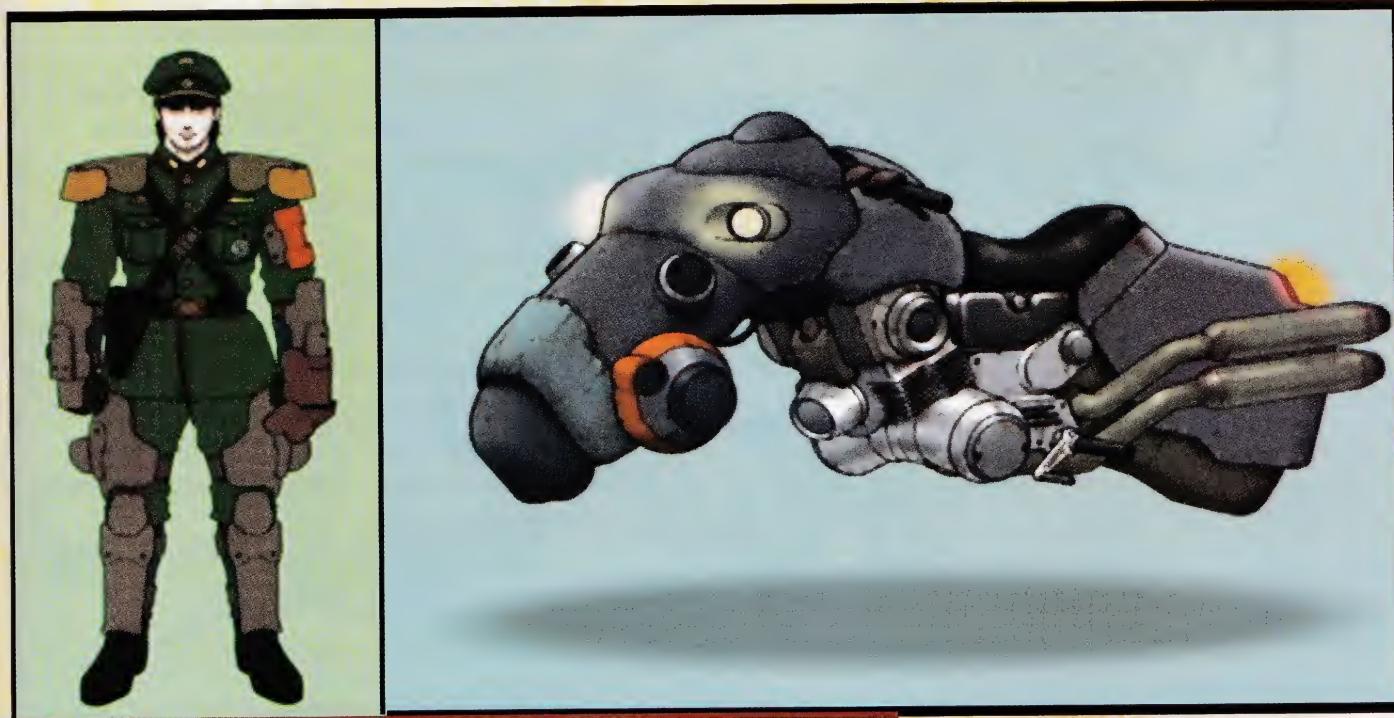
As Bill is temporarily restored to his status as a soldier, we stand at his side. With the help of an advanced cyborg named Lucia, he must fight back the attacks of a terrorist group that is devastating the world. Could this be Bill's final chance to be a true hero?

Even if there's a possibility for this happy ending, there are many treacherous turns in the road ahead. This strategy guide will serve as Bill's premonition of the trials that he and Lucia will face. A warrior's skill will ultimately determine whether he or she can survive against the absurd odds of this dark world, but a fair warning and a helping hand can sure make a difference too!



A SOLDIER'S WAY

No armor can stand up to the punishment that Bill's enemies can deal; this means that both Bill and Lucia must use their weapons to attack enemies and to defend themselves from incoming fire. Understanding and mastery of the military's most versatile weapons will come through study and repeated practice. The first step in this is to understand what these rifles are capable of. After this, a soldier must learn how to use the basic techniques of movement and firing to adapt to the worst field conditions. The following section covers both the weapons and tactics that Bill has at his disposal.





HEAVY MACHINEGUN

The most basic firing mode of the rifle is to have it act as a Machinegun. This aspect of the weapon gives it an incredible firing rate and moderate damage. When you are faced with a large number of lighter enemies or a barrage of incoming missiles, the Machinegun offers maximum output!

The strength of the Machinegun lies in its ease of use. The weapon's tracers make it easy to see where each attack will land and you can adjust your position or target accordingly.

The Machinegun's greatest weakness is that it cannot deal damage over an area of effect or through barriers. This means that enemies who are protected or armored are almost immune to fire from the Machinegun. Also, groups of missiles and enemies who come from many sides may be able to slip through the weapon's field of fire before you can compensate.

ROUND SWEEP

The alternate attack of the Machinegun is to charge up and fire a small Sentry Gun that will spin in place and fire in all directions for a short period. This is useful for striking a number of targets who are weak but fast moving. If you are trying to take out missiles and other seeking targets, then the Round Sweep might work well for you. The alternate attack from the Dive Mine Launcher is often better in this role, but there are notable exceptions.

On the whole, the Round Sweep is the weakest of all the charge attacks. Because of this, it is often better to leave the Machinegun to doing what it does best and use the charge attacks from the other weapons for more pressing matters.

The best occasion for firing a Round Sweep is when there are too many incoming missiles or energy spheres for a burst of homing missiles to intercept. The Round Sweep can take out far more targets when placed carefully, so this attack is perfect for trying to defend against such a large wave of threats.

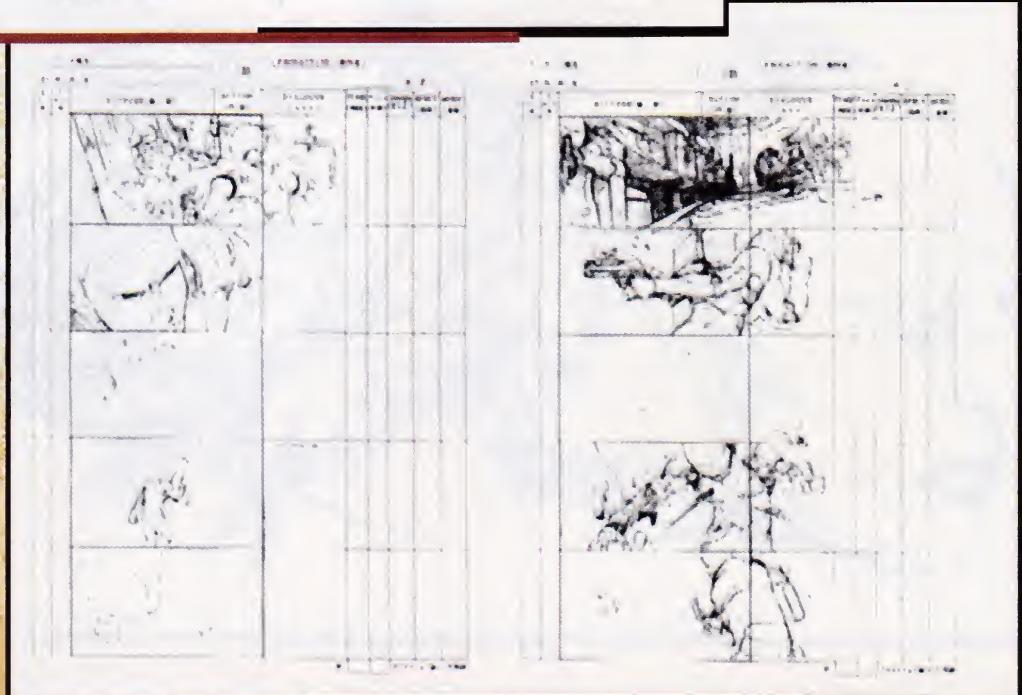
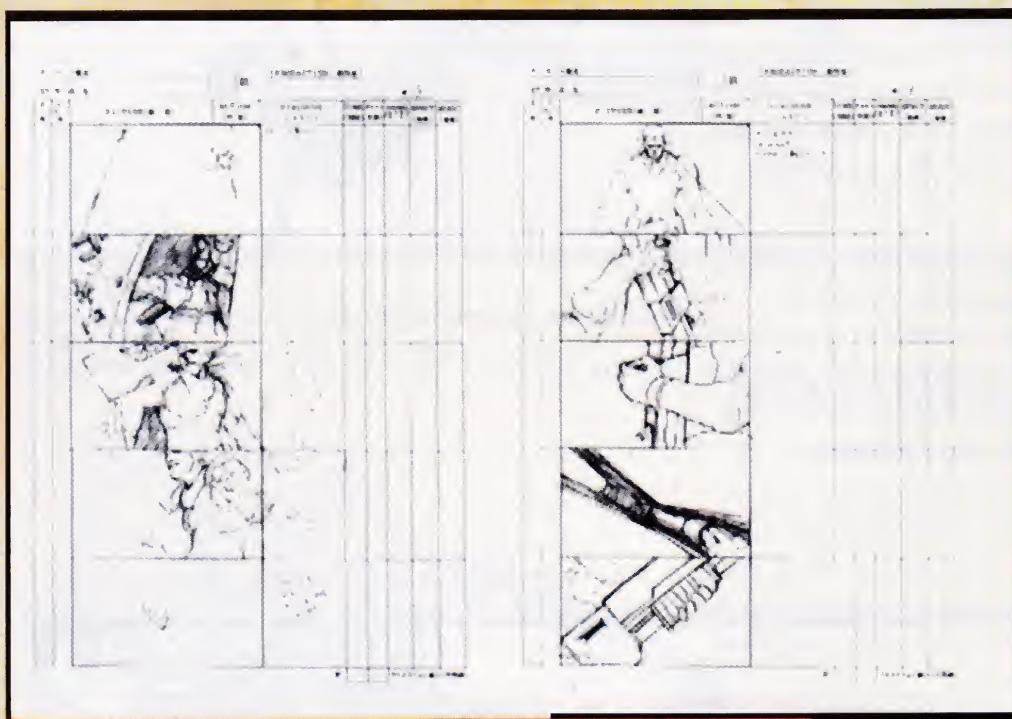


FIRE WHIP

Nothing can spread damage around like the fire whip. For close-range attack and defense, this weapon is able to melt through the opposition. By using the ability to stand and fire, Bill and Lucia can defend a single location against a number of incoming attacks.

The beauty of the Whip rests on its place as a damage platform. Enemies with a lot of health sometimes take far too long to destroy with the Machinegun or Dive Mine Launcher. This is even more salient when your enemies have shields that are practically immune to bullets. Almost nothing is immune to the cleansing nature of fire!

The Fire Whip is a dangerous choice as a weapon because of its dramatically limited range. If enemies are able to avoid your attack, it is more than likely that you will be killed. Take the fire whip out when your enemies become predictable (not before).

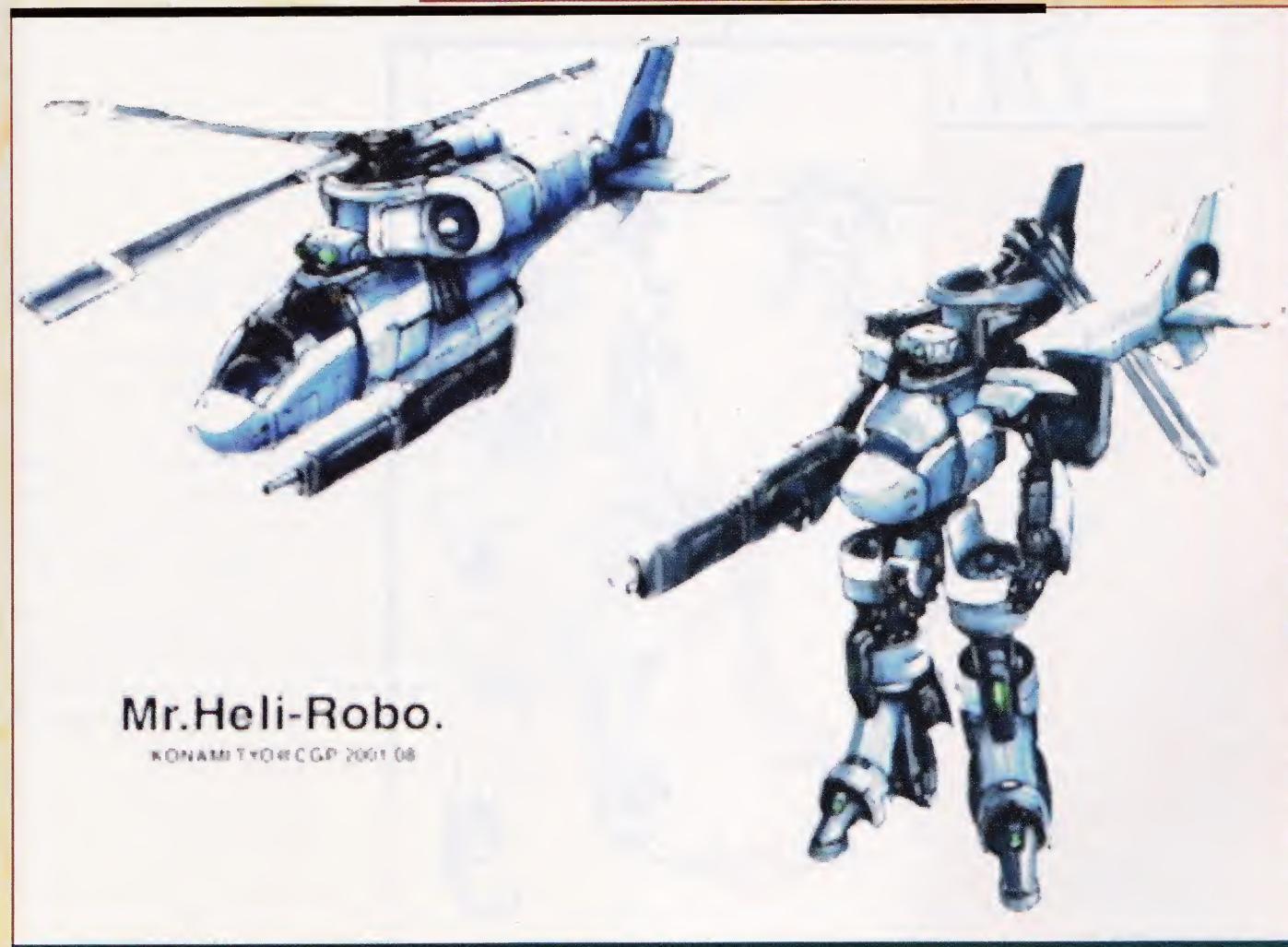
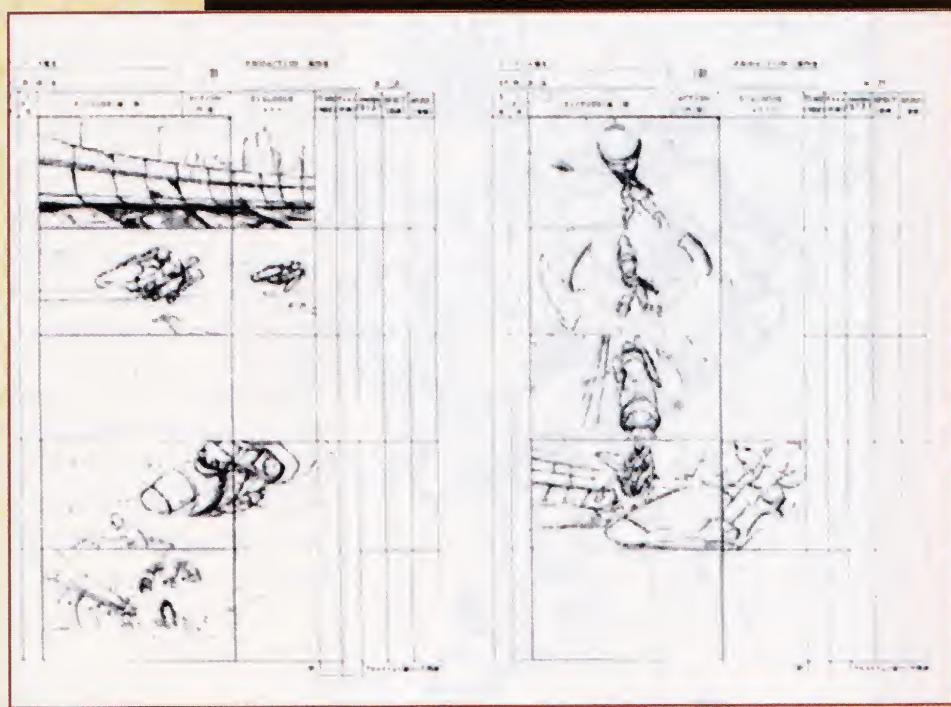


ENERGY SHOT

When the Whip is charged, a beam of incredible heat and power can be released in a given direction.

Though this attack is quite specific and is likely to miss faster enemies, the damage done by a successful attack should more than make up for the risks in this method of warfare.

A huge bonus to using energy shots comes from their penetrating abilities. Even armored units will take damage from this attack, and the shots will blow through ranks of defenders as well. When you are faced with a situation that has multiple static or slow-moving targets, it is wise to bring Energy Shots into the battle.



Mr. Heli-Robo.

KONAMI TYO C.G.P. 2001.08



DIVE MINE

The Dive Mine Launcher is often left behind by the radical speed of the Machinegun and the overpowering fury of the Fire Whip; the mines that the Launcher propels are somewhat weak, slow, and cannot protect a soldier from many attacks. Defensively, that makes the Mine Launcher next to useless in the open field. There are only a few times when this weapon will be of great use.

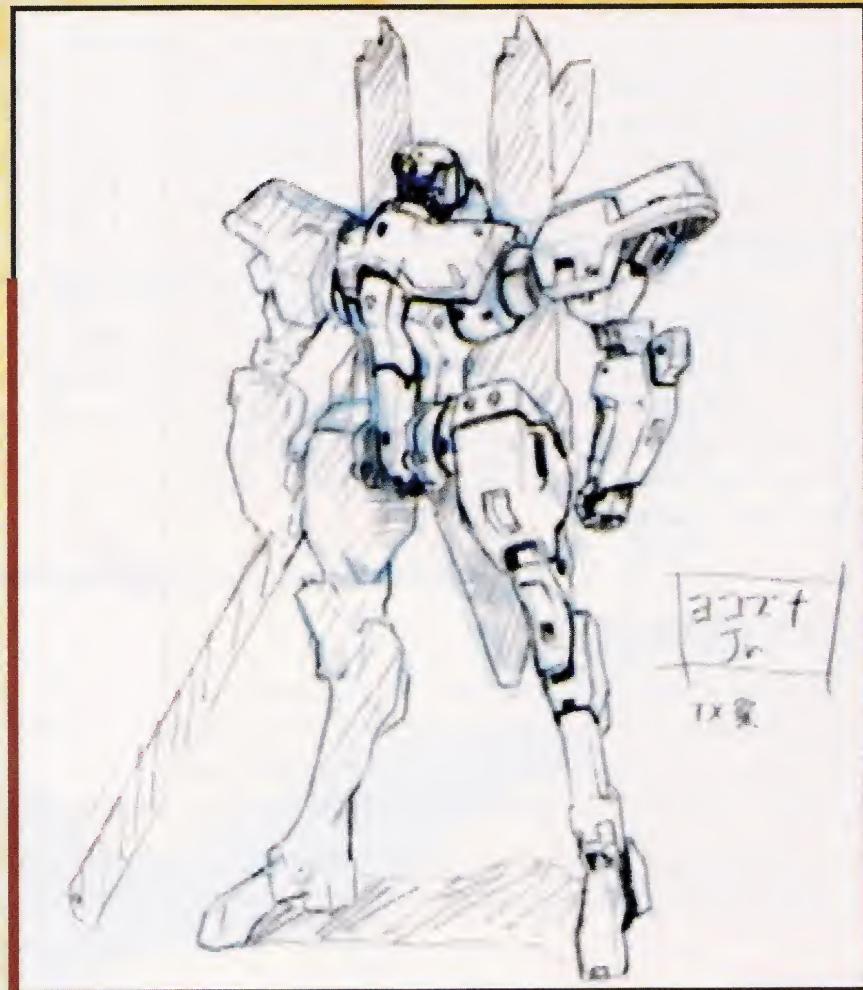
On the whole, these positive uses for dive mines are for getting to entrenched enemies. Because of the way that dive mines roll around the terrain, it is a lot easier to slip these down into pits, around certain barriers, and even up walls in a few odd places.

Another interesting thing about dive mines is that they can deal damage against a few targets who are practically immune to everything else! A few of the bosses that you stand up to in Shattered Soldier will take practically infinite damage from other weapons and keep fighting, but dive mines save the day in those cases.



HOMING MISSILE

A powerful feature of the Mine Launcher is it can be charged up to loose a barrage of missiles! These miniature weapons are able to track any target that is nearby, and that makes this weapon incredible for defensive work. Lucia can blaze away with her flame attacks while Bill fills the air with Homing Missiles. The potential to combine the more offensive weapons with an occasional missile attack is tremendous (switching back and forth in battle takes a bit of time to master, but it is worth the effort). When both players are working together, one person should always be ready to switch to Homing Missiles to promote a defensive stance.



BATTLE STRATEGIES

In the beginning, it seems safe enough to walk toward your enemies while blazing away with your weapons. No matter what mode you choose, the poorly equipped soldiers that make up the lowest level of the enemy force can't stand against you. Before long, however, it will become imperative that you master all of the basic forms of movement and attack.

The list of general tactics and strategies on the following pages will make it easier to understand some of the basic tricks that you can bring to the table when playing Shattered Soldier.



LOCK FIRE

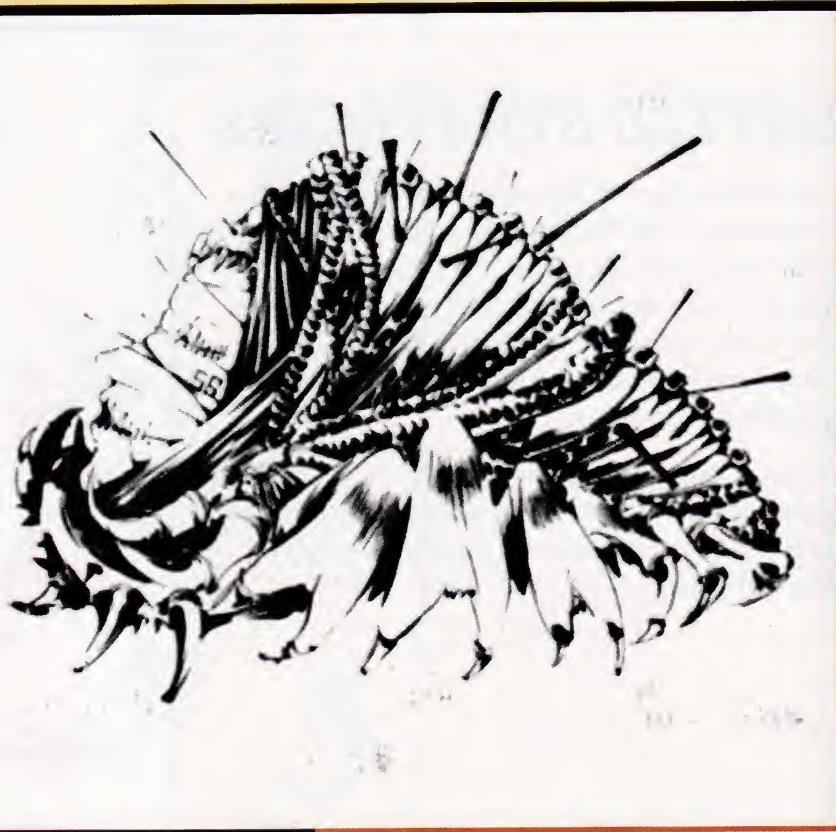
There are plenty of times in life when you will want to attack an enemy while giving ground; Lock Fire is a great way to buy time for yourself during a defensive maneuver. Using the button (L1 or L2, depending on your preference) to lock your fire will make sure that your soldier will leave the rifle in a fixed position while jumping, advancing, or retreating. The best times for this are when your enemies are in a stable position that you must fire upon while dodging various attacks.

Practice locking your fire until it takes almost no time at all; the increase in firing efficiency that this provides will keep you alive longer and give you a faster victory against many of the game's bosses.

LOCK MOVEMENT

It isn't quite as common to lock your movement because this negates the ability to dodge aside from attackers. Still, there are moments when a soldier will be forced into a small area and given no choice but to defend that corner with full fury.

If you are backed into a corner, use the movement lock to hold your ground while attacking enemies from a number of angles. This is a useful trick with the fire whip (because it leaves almost no gaps for enemies to slip through).



UNDERSTAND THE PATTERNS OF YOUR FOES

Every enemy can be defeated if you have a rich understanding of where and when to strike. Follow the patterns of every man and monster who cross your path; you will start to see a rhythm in all things that guides the battles. Once you can predict where an enemy will stride, you will know where to fire. After you see when your enemy needs to attack, you will choose where NOT to be. This is the fundamental value of perception on any field of battle – It is no different here.

PICK THE RIGHT TOOL FOR THE JOB

Though some enemies can be destroyed by almost anything that you throw at them, a large number of the world's most gruesome nightmares have only a few weaknesses. You will find that it is a lot easier to survive once you know the best weapon to use against each target.



Though this guide will quickly tell you which weapon to use for many challenges, it's still nice to be able to understand why these choices make sense. After going through the game a couple of times, it becomes clear why each weapon has a place against a set of foes.

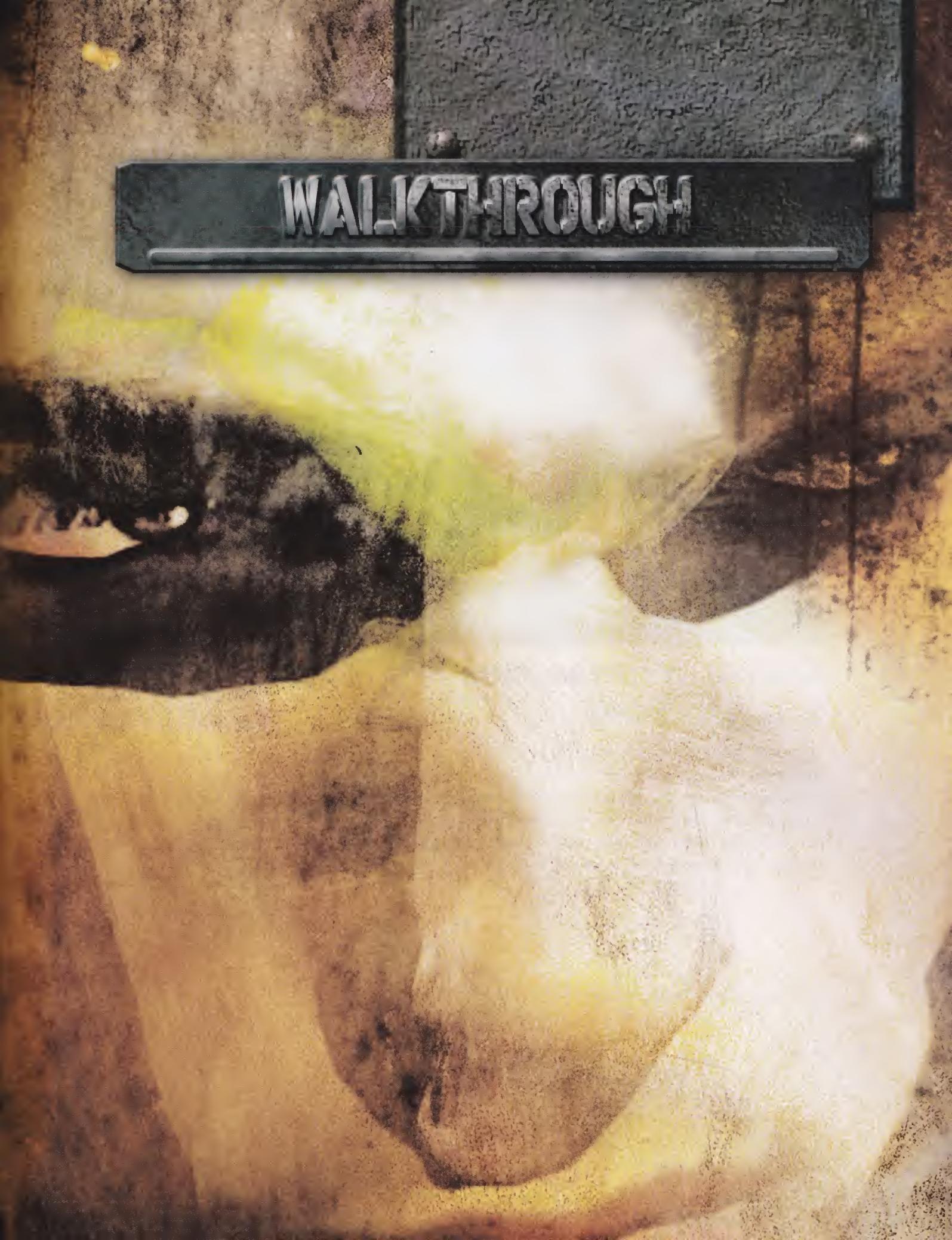
The Machinegun cannot break through armor or creatures with high health, so you put yourself at risk by relying on it all the time. By the same token, the Energy Shot's brutal damage is worthless to use if it slows down your dodging and defensive attacks while fighting fast enemies. Once you understand your weapons and your enemies, the game becomes a very intuitive challenge.



TAKE A FRIEND WITH YOU

The 2-player version of Contra is not any easier than the single-player mode, but it's a lot of fun to run through the game with a buddy in tow. This serves as a perfect way to introduce new players to the game, and it also gives experienced players a new view on some of the bad guys. In certain cases, there are multi-player strategies and even modes of attack that are not used at all in the normal campaign.

To make things even more exciting, the developers added special attack patterns for certain enemies that aren't used in the game unless there are two players. Though this guide mentions many of these, it is still a novel experience to see one of these attacks for the first time. If you know the game well enough by then, the cry of "He's not supposed to do that!" may be quite heart-felt.



WALKTHROUGH



CONTRA WALKTHROUGH: A LONELY PATH

Contra: Shattered Soldier is not meant to be a breeze for even the most talented of game players out there. Enemies come from all sides, hit hard, and make sure that you stay down if you make even the slightest mistake (and that is true from the moment you pick up the controller). This game is not about failure and humiliation; everyone gets put through the meatgrinder at some point. Instead, this game is about pride. If you can get through this game by yourself, then you should feel a healthy wave of respect for your perseverance and abilities. Get ready to take on the best and the hardest of Earth's most vile enemies.

ENEMY INFORMATION

You will find a small list of abilities when each new enemy is introduced in this guide. The following information is meant to give you an idea for what the listed values reflect in the actual game.

PERCENTAGE OF LEVEL

How many percentage points toward the level's total a given monster is worth. (The total percentage listed is meant to show you how many points ALL of those creatures will give you from that level if they are slain.)

FIREPOWER

How difficult it is to avoid the attacks that a creature will use against you. Low Firepower implies that a creature's moves are fairly predictable and easy to dodge, but high Firepower enemies have much more effective weapons at their disposal.

ATTACK TYPE

This is the second aspect of Firepower; Attack Type shows the forms of attack that a monster will use against you. Ram attacks involve running into your character, volleys use multiple shots to threaten you, etc.

ATTACK RATE

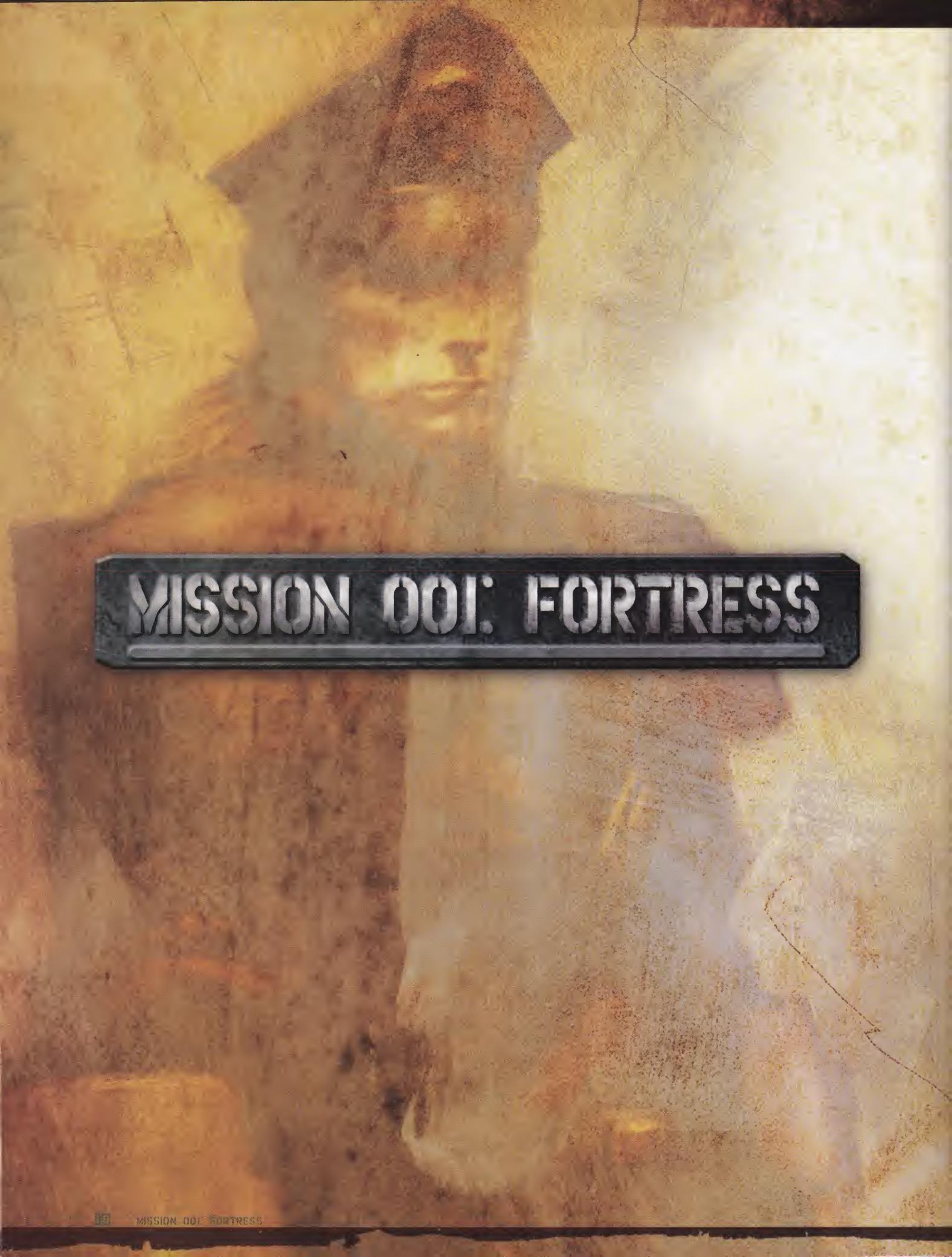
Attack Rate displays the time between attacks (note that a volley of missiles is counted as a single attack). For this reason, many enemies with fast volleys have slow Attack Rates because of their long recharge times.

HEALTH

This is the generic measure of a creature/machine's structural integrity. Low or Pathetic values mean that a short burst of machinegun fire will mow these enemies down. High and Very High Health enemies often survive over a dozen bursts of your most powerful attacks.

SPECIAL

Extra information that is pertinent to specific enemies will be listed here, if it is needed. Often, this involves immunities to certain damage types.



MISSION 001: FORTRESS

A hard drop will leave you standing on the approach to a machine factory on the hill above. **Blood Falcon Soldiers** are already making their approach to your position, and far worse enemies are stirring as well. Hold your **Heavy Machinegun** in a firing grip and advance with honor. Though the terrorists have practically infinite numbers in the area, only a few will have the courage to charge you at a time; this makes it useful to move quickly and take out targets without slowing down. Use machinegun fire to kill the **Mortarman** above you on the first platform, then switch to the **Fire Whip** as you rush to destroy the **Truck** that is parked in your path.

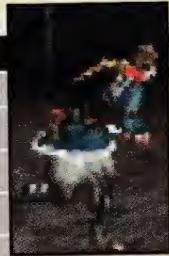


AMMO CONSERVATION IS NOT AN ISSUE

There are no items to pick up in this game, nor are there special weapons, ammo caches, or anything of that nature. You have in your hands the ultimate tool of versatility and firepower. Thus, there is never a need to hold back and avoid spending those precious clips of ammo. You can't run out, and that means that you should always err on the side of excess. Keep your finger on the trigger unless there's a specific reason not to.

BLOOD FALCON SOLDIER

PERCENTAGE OF LEVEL	0%
FIREPOWER	LOW
ATTACK TYPE	MELEE
FIRING RATE	VERY SLOW
HEALTH	PATHETIC



MORTARMAN

PERCENTAGE OF LEVEL	1% (3%)
FIREPOWER	LOW
ATTACK TYPE	RANGED
FIRING RATE	VERY SLOW
HEALTH	PATHETIC



TRUCK

PERCENTAGE OF LEVEL	4%
FIREPOWER	NONE
ATTACK TYPE	NONE
FIRING RATE	NONE
HEALTH	LOW



The screech of rubber against the warm pavement will alert you to an **Armored Motorcycle** that is coming around your flank. This vehicle will get in front of you without any trouble. Use your **Fire Whip** and get in close against the Motorcycle; lie down and pour napalm onto the bike until it lowers its weapon. When the Motorcycle starts to move, back away from it with your weapon locked into position against the bike (this way you will still do damage as you retreat). Before long, the rider will realize his mistake, but it's too late for him to do anything about it.



ARMORED MOTORCYCLE

PERCENTAGE OF LEVEL	4%
FIREPOWER	LOW
ATTACK TYPE	RANGED AND RAM
FIRING RATE	SLOW
HEALTH	MODERATE



The path up the hill only has a few enemies guarding it. Go back to your **Heavy Machinegun** and fire ceaselessly during your climb. Pause to destroy each **fuel barrel** that the Blood Falcon Snipers are using for cover; a poor choice for protection if ever there was one. Another Mortarman is at the top of the hill, on a platform, but a well angled shot should put him down without trouble.



FUEL BARREL

PERCENTAGE OF LEVEL	1% (2% TOTAL)
FIREPOWER	NO DIRECT FIRE
ATTACK TYPE	NONE (INDIRECT DAMAGE)
FIRING RATE	NONE
HEALTH	LOW

**SNIPER**

PERCENTAGE OF LEVEL	1% (3% TOTAL)
FIREPOWER	LOW
ATTACK TYPE	RANGED
FIRING RATE	VERY SLOW
HEALTH	PATHETIC



At the entrance to the factory is a crane that is being remotely operated. This gives your enemies the chance to pull out a **Small Mech** that the crane will plop down in front of you. Use your **Fire Whip** to cover the Mech while staying at fairly close range. The Mech can fire a volley of missiles, but these won't hit you unless you back up too far. When it's done with the attack, the Mech will advance for just a moment, then it will retreat and leap over you. Continue to blaze away until the Mech starts to catch fire; it will fire a single missile into the air, but this weapon is easy to dodge if you wait until it was almost reached the ground.

**SMALL MECH**

PERCENTAGE OF LEVEL	8%
FIREPOWER	LOW
ATTACK TYPE	RANGED
FIRING RATE	HIGH
HEALTH	HIGH



Use diagonal fire to destroy the Containers of flammable material that are suspended from the ceiling; these will fall onto the Blood Falcon Soldiers below and provide a considerable element of fear to their work. Continue until you reach the far wall and start to climb up the right side of the incline. Three Snipers are positioned along the ledges on the left, but some quick work with your machinegun will knock each one down. Once you get over the top ledge, a small room will be in sight. Get ready to fight the machine parts that swivel into place on the ceiling area of the room.



FLAMMABLE CONTAINER

PERCENTAGE OF LEVEL	1% (2% TOTAL)
FIREPOWER	No DIRECT FIRE
ATTACK TYPE	NONE (INDIRECT DAMAGE)
FIRING RATE	NONE
HEALTH	LOW

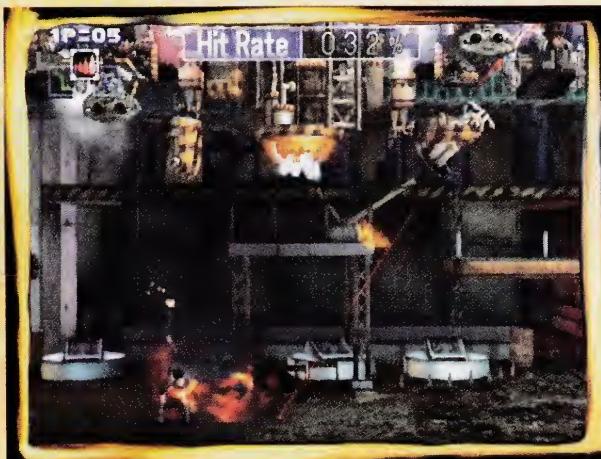


SHIELD SOLDIER

PERCENTAGE OF LEVEL	1% (4%)
FIREPOWER	LOW
ATTACK TYPE	MELEE
FIRING RATE	VERY SLOW
HEALTH	PATHETIC
SPECIAL	IMMUNE TO MACHINEGUN FIRE WHEN SHIELD IS BEING USED.



The mechanical device on the center of the ceiling structure is a focusing beam for a powerful laser; these optical weapons will not begin to fire until a certain threat level has been reached. This relates to the side devices on the structure; on each side is a Missile Launcher that will activate soon after you have entered the chamber. Choose a side (the left one for our example) and hurry over there to attack the Missile Launcher.



22%



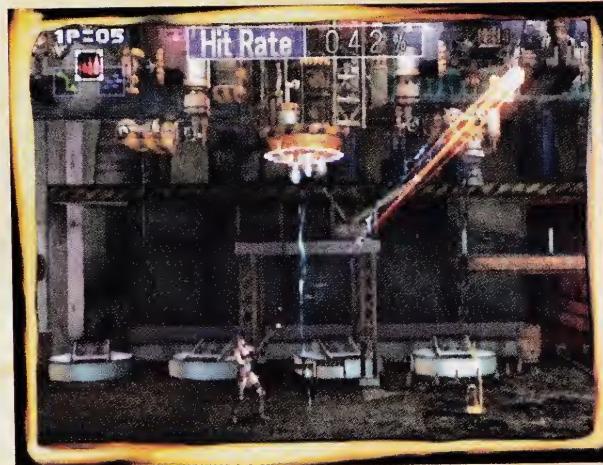
Use charged energy shots to take down the Launcher, then stay in position as the second piece of hardware is brought into position; when the light above the component changes color again, you will be able to attack. This weapon fires glowing balls of energy in two patterns. If you stand with your weapons locked into an upward firing pattern, it will be very easy to dodge these while destroying the component.

FACTORY COMPONENTS

PERCENTAGE OF LEVEL	2% (16% TOTAL)
FIREPOWER	HIGH
ATTACK TYPE	VARIOUS RANGED
FIRING RATE	SLOW
HEALTH	MODERATE



The third element is a Bomb Launcher that will drop a fiery explosive onto the floor. Throw two energy shots into this target then jump over the explosion. Finish the piece off after doing this and cross to the other side of the room. From that point, avoid the missiles from the Missile Launcher on the right side and blast the Flame Thrower that comes down on the left. As you launch your final attack, hurry back to the left as the Central Laser begins to charge for its attack.



CENTRAL LASER

PERCENTAGE OF LEVEL	7%
FIREPOWER	LOW
ATTACK TYPE	MOVING BEAM
FIRING RATE	VERY SLOW
HEALTH	HIGH



The final stage of this battle is very easy. You only have to jump over the Central Laser's attack when it comes your way; at the same time, use energy shots to obliterate the components on the right from your safe position. Finish off the optical shards in the center when everything else has been destroyed.



The path to the right takes you out of the factory and toward a platform that is out in the open. This doesn't take very long, and you can run through the Blood Falcon Soldiers on the way while holding down your finger on the fire whip. Nothing can stand up to this, so you don't even have to slow down. At the end of the ledge is a trap. A cowardly Mech will lob a tiny volley of missiles into your ledge. It's a good thing that there is a soft landing below.



When things settle down again, you should find yourself on a jet-powered snowboard. Before long, two **Jet Troopers** will take positions in the sky above the hill and try to use their machineguns on you. Rely on careful energy shots to bring these threats out of the heavens.



55%

JET TROOPERS

PERCENTAGE OF LEVEL	1% (5% TOTAL)
FIREPOWER	MODERATE
ATTACK TYPE	BURST FIRE
FIRING RATE	VERY SLOW
HEALTH	LOW



Switch back to your **Heavy Machinegun** as the camera shifts and stay at the center of the screen. While you continue down the slope, a **Large Worm** will burst out of the snow and begin to give chase. Wait until its third hop to dodge right (keep your fire locked to the left so that you stay on target the entire time). Move in as the Worm bursts back out of the snow on the far left side. This process will repeat as the worm descends and then comes up again from the right side; thus, you will want to break left during the next run. After you have destroyed all of the Worm's segments, your foe will try a different tactic.



LARGE WORM

PERCENTAGE OF LEVEL	16% (9% FROM SEGMENTS, 7% FOR HEAD)
FIREPOWER	LOW
ATTACK TYPE	MELEE AND RANGED
FIRING RATE	SLOW
HEALTH	MODERATE



The Worm's new ploy is to make a single hop toward the center of the screen (which is easily dodged). Then, the beast will leap over your head several times while fully exposing the gleaming gem inside its mouth. Charged energy shots will be quite telling in this case, if you time the attacks carefully. Only a few hits will lay this enemy low, and it crashes to the ground with a violent death. The bottom of the slope is not far after this, and the buzzing of new fiends should begin to fill your ears.



You land along a series of damaged railways that lead toward a ledge on the right. Keep the flame whip out and proceed carefully. Many **Giant Wasps** will move into the area and start to harass you. Though these enemies can't kill you directly, they easily have the strength to carry you off; it isn't healthy to have a Wasp drop you several hundred feet into a ravine, eh? Use fire defensively and especially turn your fury on any Wasp that manages to get its grip on you. Before long, you should get your chance to jump off of the railways and onto solid ground again.



DON'T GO TOO FAR UP OR TOO FAR DOWN!

When the Wasps first grab you, it is often the case that they will take you down a few feet before they can compensate for the extra weight. As a result, killing the Wasps before they get you back above the railing means that you will fall to your death; don't jump the gun on flaming these insects.

76%

GIANT WASP

PERCENTAGE OF LEVEL	0%
FIREPOWER	NONE
ATTACK TYPE	GRAPPLE
FIRING RATE	NONE
HEALTH	LOW
SPECIAL	CAN CARRY CHARACTERS OFF OF THE SCREEN, THUS KILLING THEM



The cowardly Mech from the ledges above will finally come down and revert to its humanoid form. Stay on the left side of the screen and take out your dive mines. Just as the Mech prepares its primary attack on you, the level's real enemy appears out of nowhere (much to the Mech's dismay).



PHASE I: TURTLE

It's a lot easier to fight the Turtle before its rocky mounds have been blown off. For this reason, it is wise to spread the damage around between the head and both of the rocky areas. Only mines will damage the rocks, so try to stay with the **Mine Launcher** until only the head is left to attack. At this point, the Turtle will lunge forward twice in a row between lobbing purple energy balls at you. The lowest level is the safest place to stand, and you should be able to use the **Flame Whip** in safety as long as you move forward and duck to avoid the occasional energy ball that moves toward you.





TURTLE

PERCENTAGE OF LEVEL *14% (3% FOR EACH ROCKY GROWTH AND 8% FOR THE HEAD)*

FIREPOWER *MODERATE*

ATTACK TYPE *VARIOUS RANGED AND RAM*

FIRING RATE *SLOW*

HEALTH *HIGH*

SPECIAL *YOU MUST USE DIVE MINES TO DAMAGE THE TURTLE'S ROCKY GROWTHS.*



TWO SOLDIERS CAN REALLY TRASH THE TURTLE

Most of the first level can be played by one or two players without it making much of a difference, but a second person can really help out in this fight. One person should take the upper ledge on the left and soften up the head and rock piece there while the partner takes on the lower rock piece until it has been destroyed. The person on the higher ledge will distract the Turtle's tracking energy ball and leave the lower partner free to use flame against the head.

It's best to have the more experienced partner on the upper ledge, since that is the more dangerous position of the two.

PHASE 2: BABY

Even after the head of the beast has been blown into dust, there is still a load of fighting to be done. Hold back your feeling of disgust when you see the monster turn around to reveal its TRUE head! This creature is so powerful that you cannot harm it without sending attacks directly into its mouth. This can be done at two times, and you will easily defeat this thing as long as you avoid the attacks that it makes.



THE BABY

PERCENTAGE OF LEVEL 10%

FIREPOWER HIGH

ATTACK TYPE VARIOUS RANGED

FIRING RATE SLOW

HEALTH HIGH

SPECIAL ONLY THE INSIDE OF THE BABY'S MOUTH CAN SUSTAIN INJURIES. THUS, PLAYERS MUST ATTACK THE BABY WHEN ITS MOUTH IS OPEN.



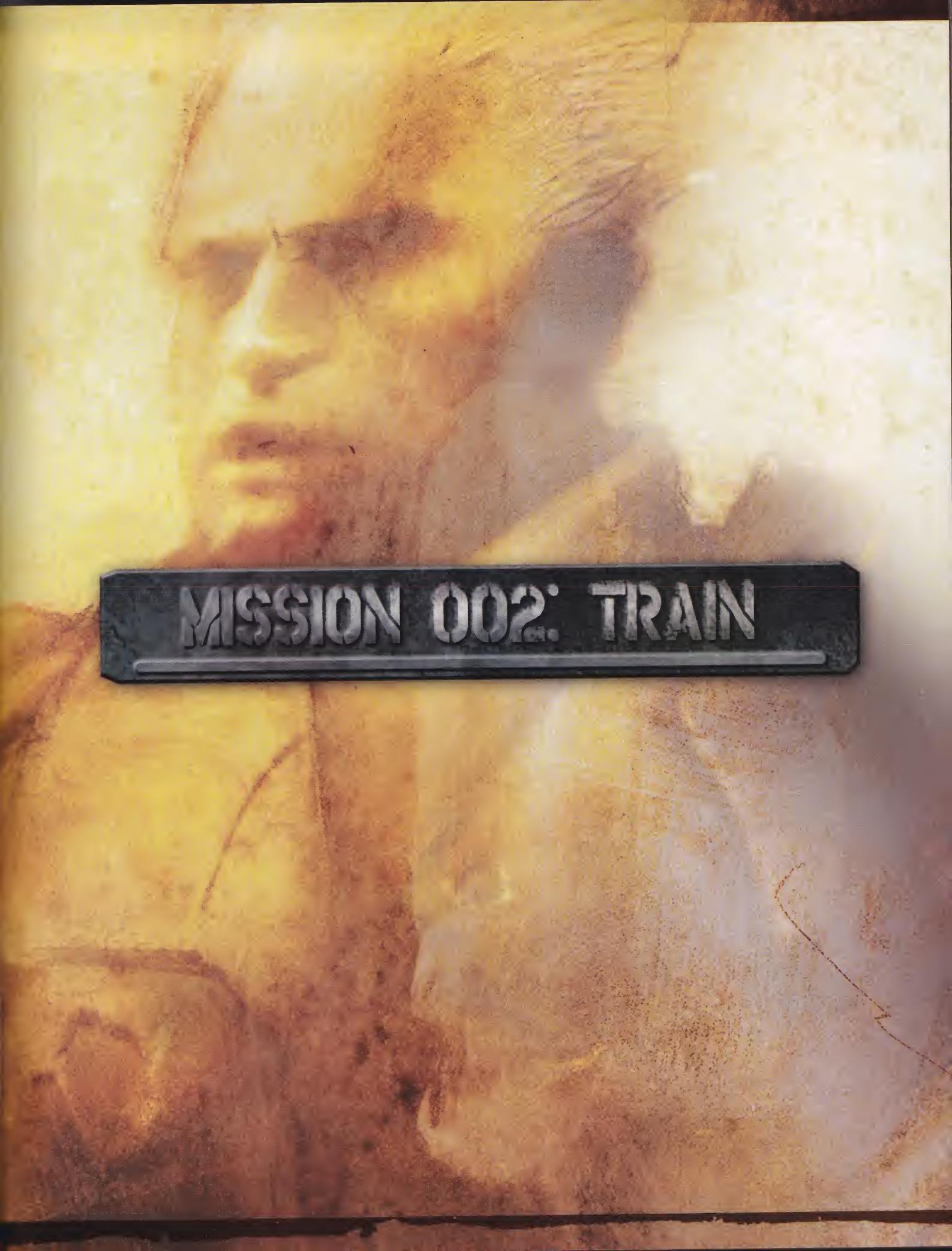
Often, the first attack that the Baby makes is a mixture of a sneeze and a cough; a short intake of breath will precede this. Bees, slugs, and an energy ball will all come flooding out of the Baby's nose and mouth during this attack. Sometimes, you will get a chance to throw an energy shot or two into your enemy's mouth when it opens to let the slugs drip out (yuk). It is fairly safe to stay on the lower level; use the **Fire Whip** to kill the bees and slugs, then leap onto the second level very briefly to dodge the energy shot.



The Baby's other attack is a gruesome vomit that takes a moment of preparation; you won't have any trouble hearing the intake of air that it needs in order to spit out a river of pulped filth. Stand only a pace from the creature's mouth during this process so that you won't be hit by either the Baby's lips or its – expulsions. Lock your Flame Whip into a diagonal position that will load the Baby's mouth with napalm. Before long, this trick will handily win you the duel!



100%



MISSION 002: TRAIN

Blood Falcon Soldiers have taken over a train that is filled with powerful weapons of war (BC weapons cannot be allowed to fall into terrorist hands). You only have one chance to stop it before the organization is able to put these tools to use against civilians. You have been given an advanced hover cycle to keep up with the train as it tears forward across the industrial docks of the mainland. Good luck.



The first challenge along your route is a **Submersible Helicopter**. This versatile weapon's platform will surface and quickly use its four launchers to fire energy bolts toward the docks where you are riding. It's quite easy to avoid these if you hold your ground and don't move under one of the bolts. Next, the Sub will use a powerful laser to sweep across the docks; be ready to jump over this once it starts to move. Because the laser has a variable charge time, it is best to use motion to judge your leap instead of relying on timing or sound.



SUBMERSIBLE CHOPPER

PERCENTAGE OF LEVEL	24%
FIREPOWER	HIGH
ATTACK TYPE	RANGED, RAM, EXPLOSIVE
FIRING RATE	MODERATE
HEALTH	HIGH



Stay to the right, take out your **Fire Whip** and charge it for an energy shot. The Sub will break up from underneath the docks and use its rear cannon to attack you. Three energy shots should destroy this cannon, and you can fire all three bolts before leaping to avoid the cannon's fireballs. Stay on the right side of the screen as you do this, because the Sub will devastate the docks when it plunges back down into the water.



By now the Sub's captain can see that there isn't much use to these tactics. In a more brazen attempt to take you down, the Submarine will be taken out of the water and into its chopper mode. Keep your Fire Whip out and charged so that you won't be taken unaware. Just before the Chopper makes its next move, a **Missile Trooper** will fly from the left side of the screen. Use a single energy shot to blow the missile down. A cargo bay at the back of the Chopper will extend and begin to drop boxes all over the ground. Use your charged shots to destroy these while damaging the bay itself. This will quickly break the cargo bay and force the Chopper pilot to use more powerful weapons.



MISSILE TROOPER

PERCENTAGE OF LEVEL	1% (9%)
FIREPOWER	LOW
ATTACK TYPE	RAM
FIRING RATE	HIGH
HEALTH	LOW



Another Missile Trooper will fly toward you as a number of recessed guns come out of their ports above. Take a shot at the first of the ports and quickly take out the Trooper afterward. This becomes a fight against time because you have to put at least two energy shots into each gun before you're forced into their beams. Stay on the left and use diagonal fire as much as possible.



WATCH THE JUMPS

Be very careful about jumping during this part of the fight. The helicopter will descend during its attack, and you will die if you touch the chopper here. Stay low and use locked-fire to maintain your accuracy.



Two more Missile Troopers are just itching to make a kamikaze run on anyone who makes it past the Chopper's beam weapons. Have charged energy shots ready to defend against this. The final weapon on the Helicopter is at the front of the aircraft; there is a mounted gun that will blast the ground over a substantial area. Again, use charged fire to counter this and jump if any of the enemy explosives start heading your way. If you can take out every piece of hardware on the Chopper, the aircraft will make an uncontrolled landing in the harbor and explode! Seeing this is certainly a fair reward for your efforts.



It doesn't take long to get from the docks to the train tracks, but there are a few more enemies that will ambush you in the interim. You will overtake a half-dozen Missile Troops moving slowly in the same direction as you. Lock your Fire Whip in a forward position and jump into the air while firing energy shots toward the soldiers. These heavy blasts of fire will take out the Missile Troops before they're able to toss their grenades. If you are fast about it, you shouldn't have trouble killing all of these enemies before you reach the train tracks.



You should catch up with the hijacked train shortly after entering a large tunnel. While working your way forward, the enemies inside the cars will use the weapons at their disposal to stop you from advancing. This is no problem for you because you intended to eliminate these weapons from the beginning.

The car at the rear of the train is an **Artillery Car**. Snuggle up against this weapon so that it can't take any direct action against you. Instead, the device will fire pulses of energy that will split into three smaller units. Lock your movement and hold your ground with the Fire Whip. This is very easy to do once you have tried it a time or two. After six volleys, the Artillery piece will need to stop firing and cool off; use the napalm of the Fire Whip to keep that from happening.



ARTILLERY CAR

PERCENTAGE OF LEVEL	5%
FIREPOWER	MODERATE
ATTACK TYPE	RANGED AND TRACKING
FIRING RATE	VERY SLOW
HEALTH	LOW
SPECIAL	CAR CANNOT BE DAMAGED DURING VOLLEYS



33%

The next couple of cars have five soldiers on **Attack Bikes**. Put two charged energy shots into each of these cyclists to make sure that nobody escapes alive. These predictable enemies will send two soldiers to the left (one to charge you and one to fire a small sidearm), two to the right, then a final biker to the left. Stay calm and use fully powered attacks just to be on the safe side.



ATTACK BIKES

PERCENTAGE OF LEVEL	2% (10% TOTAL)
FIREPOWER	LOW
ATTACK TYPE	RAM, RANGED
FIRING RATE	SLOW
HEALTH	LOW



A final defensive weapon for the train comes in the form of an **Aircraft** with two Weapon Pods. At first, you can only attack the Pods that rise to flank the main craft.; throw a few energy shots into each of them. The right gun will occasionally shoot a line of bullets into the ground, and the left gun uses energy pulses to attack you. In both cases, fast action will prevent you from having to dodge many attacks.



AIRCRAFT

PERCENTAGE OF LEVEL	9% (2% FOR EACH POD, 5% FOR THE MAIN BODY)
FIREPOWER	MODERATE
ATTACK TYPE	RANGED, VOLLEY
FIRING RATE	MODERATE
HEALTH	LOW



After the Weapon Pods have been destroyed, the main craft will unleash two series of attacks. If you stay close to the Aircraft, you will likely see the triple energy blasts that the pilot prefers. These small bolts will explode against the ground ahead of you. Stay away from the first two and leap over the explosion from the second as the third shot is being fired. The other attack is a burst of blue spheres that will fall down all over the tunnel; simply move cautiously to avoid these.

After its weapons have been depleted, the Aircraft will rush forward and take up position to ravage the tunnel with its final beam attack. Because the beam covers a lot of ground, it is very important that you fire an energy shot into the craft before it can complete this strike. If you hit, the plane will burst into flame and crash into the tunnel. You can now get onto the front of the train and stop the Blood Falcon attack!

TWO PLAYER MAYHEM

It is interesting to point out that the Aircraft will use its volley of energy spheres FAR more often if you have two players. This makes it a bit harder to get by the Aircraft. Try not to watch what the other player is doing during these volleys (it just gets distracting).

Another thing that makes the Aircraft harder to defeat in the 2-player campaign is the increase in health that all enemies receive. Because you have so little time to land the killing shot on the craft, both players must focus their fire to prevent the Aircraft's escape. If one person has run out of lives, it's worthwhile to steal one of the other player's lives simply to return and help out with this target.



57%

Sadly, you have to leave your hover bike behind after getting onto the train. Walk forward enough to expose the first of the train's **Turrets** and melt the cannon with your energy shots. Another Turret is up above the next car, then a couple of **Mortarmen** hold the lower ground. Use a combination of continued energy shots and volleys of homing missiles to make sure that nothing fires toward you for long.



TRAIN TURRET

PERCENTAGE OF LEVEL	3% (15%)
FIREPOWER	LOW
ATTACK TYPE	EXPLOSIVE
FIRING RATE	VERY SLOW
HEALTH	LOW



MORTARMAN

PERCENTAGE OF LEVEL	1% (3%)
FIREPOWER	LOW
ATTACK TYPE	RANGED
FIRING RATE	VERY SLOW
HEALTH	PATHETIC



The final few Turrets don't take much finesse, and the fight ironically begins to get more complicated after you have taken complete control of the train. From the rear side of the canyon comes a **Mech** with substantial movement capabilities. Make sure to charge up more energy shots as soon as you can.



THE ARMORED MECH

At first, the Mech's pilot is content to use very light attacks against you. While you're firing at the shoulder plating of the mechanized armor, the Mech will try to knock you off of the train with two types of maneuvers. First, the pilot will try to ram the train with a great deal of force (you can avoid harm by jumping with the train). The more direct attack comes from the Mech's rocket arm. Once the machine's arm rises in your direction and starts to glow, it is wise to prepare a defensive leap. Jump again as the weapon hurries back to its parent device.



ARMORED MECH

PERCENTAGE OF LEVEL 25%

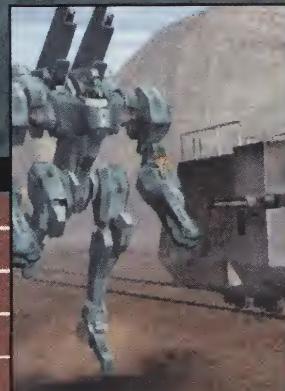
FIREPOWER MODERATE

ATTACK TYPE RANGED

FIRING RATE SLOW

HEALTH HIGH

SPECIAL *THE MECH'S PILOT WILL RAM YOUR TRAIN CAR AND TRY TO THROW YOU OFF*



You can quickly destroy the plates on the Mech's arms, and the pilot will be forced to try another tactic. With a burst of speed and power, the Mech will move around to the front of the train and pick the entire car up above its head. Use homing missiles to batter the Mech during this. Watch for the glowing spots that appear on the car because the Mech will fire a few volleys into the air. These missiles only strike the bright areas that appear on the car, so it isn't very hard to avoid them.

75%



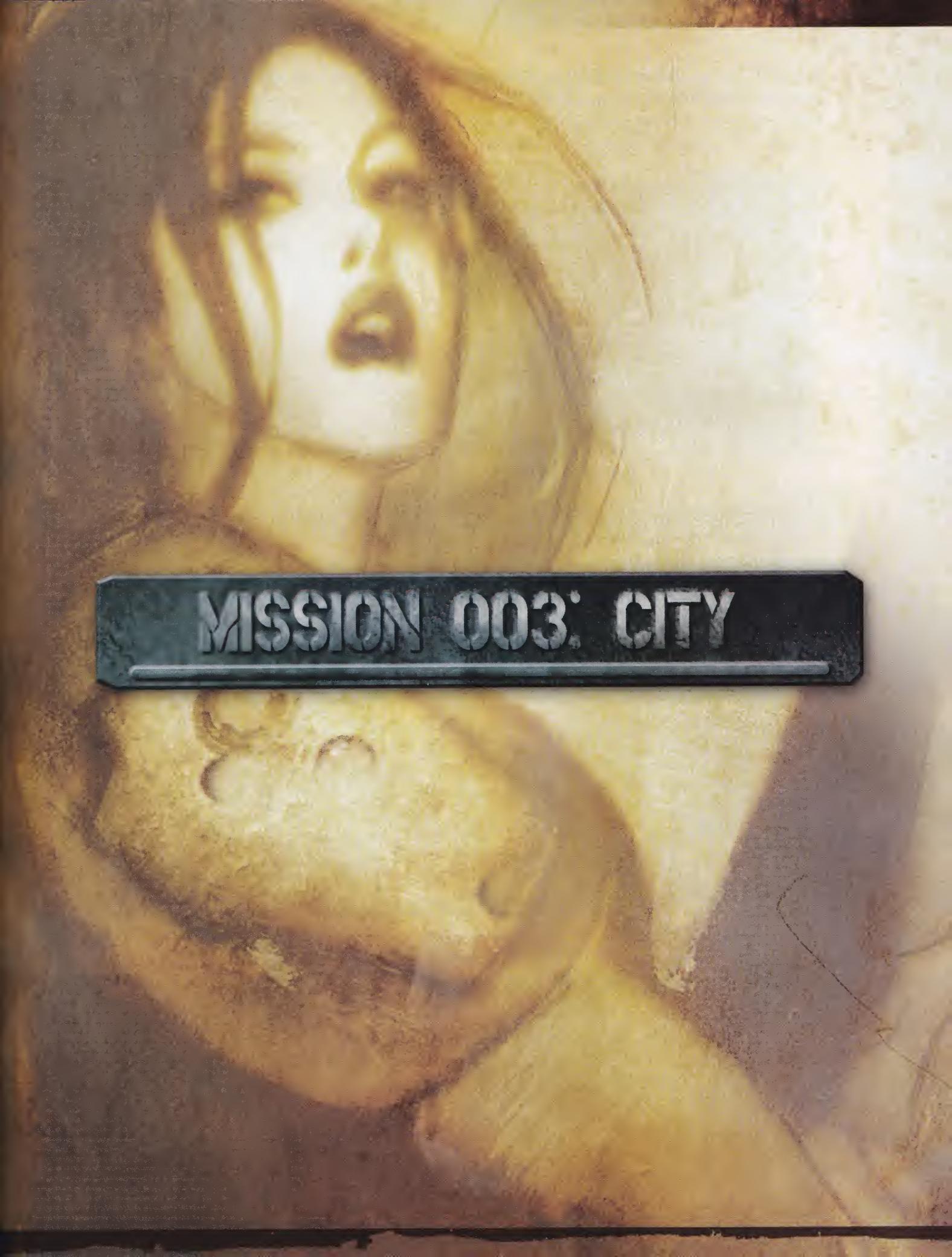
The next attempt to kill you will come when the pilot switches to a set of deadly saw blades. Shortly after the Mech lands on your car, the machine will start to roll these returning weapons toward you. Stay at the far side of the car to keep from getting pinned between two blades. Get an energy shot in every time you jump (to keep the timing smooth). If the Mech survives long enough to try anything else, it will fly into the air and force you to lie down as it buzzes the train car. Fire at the Mech more as it lands to finish off the steel beast.



After a quite amusing meeting between the Mech's carriage and a bridge, you will merely have to fire two energy shots into the upper part of the legs to keep them from knocking you off of the train. Do this to complete the mission and save the civilians from another one of Blood Falcon's incursions!



100%



MISSION 003: CITY

No one should be surprised when Blood Falcon starts going after people in metropolitan areas, but the growing intensity of these situations means that the faction is starting to get more desperate. That means that you're probably winning, but it also makes things a lot more dangerous for everyone who gets in the way. Hurry to stop the terrorists before they can do much damage to the city.



The roaming packs of dogs that patrol the streets aren't much of a threat to the terrorists who are attacking, but you sure are. Use your **Heavy Machinegun** to cut open the **Blood Falcon Soldiers**. Farther down the first street are a couple **Airborne Soldiers** who are using small rotor engines to keep themselves above the fighting. Use inclined fire from your Machinegun then continue until you see the Sand Bags along the road ahead. Lie down and fire at these from long range until they have been destroyed; kill the exposed **Sniper** behind them to complete the attack.



A **Truck** with another Sniper is parked just a few feet away. Be alert enough to jump over the Sniper's attack if he has time to get a shot off. Another Airborne Soldier will come in to aid his comrade, but it will likely be too late to make a difference. More **Sand Bags** hide a **Mortarman**, but he is the last of the common troops on the street. Above the landing pad at the end of the road is a much more challenging adversary.



BLOOD FALCON SOLDIER

PERCENTAGE OF LEVEL	0%
FIREPOWER	LOW
ATTACK TYPE	MELEE
FIRING RATE	VERY SLOW
HEALTH	PATHETIC



AIRBORNE SOLDIER

PERCENTAGE OF LEVEL	2% (4%)
FIREPOWER	LOW
ATTACK TYPE	RANGED
FIRING RATE	VERY SLOW
HEALTH	LOW



SNIPER

PERCENTAGE OF LEVEL	1% (2% TOTAL)
FIREPOWER	LOW
ATTACK TYPE	RANGED
FIRING RATE	VERY SLOW
HEALTH	PATHETIC



TRUCK

PERCENTAGE OF LEVEL	4%
FIREPOWER	NONE
ATTACK TYPE	NONE
FIRING RATE	NONE
HEALTH	LOW



MORTARMAN

PERCENTAGE OF LEVEL	1%
FIREPOWER	LOW
ATTACK TYPE	RANGED
FIRING RATE	VERY SLOW
HEALTH	PATHETIC



SAND BAG

PERCENTAGE OF LEVEL	1% (6% TOTAL)
FIREPOWER	NONE
ATTACK TYPE	NONE
FIRING RATE	NONE
HEALTH	LOW

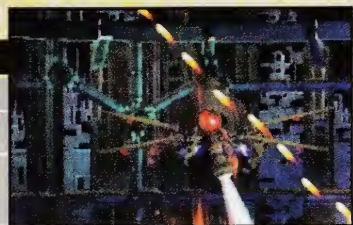


The soft purr of a hover engine is about the only warning you have before an insect-like machine moves over the pad. This machine, the **Missile Hovercraft**, is both a missile platform and a transport vehicle for Blood Falcon Soldiers, so treat it with all caution. The Heavy Machinegun is about the only weapon with enough raw fire to suppress everything that this enemy can throw your way.



MISSILE HOVERCRAFT

PERCENTAGE OF LEVEL	6%
FIREPOWER	HIGH
ATTACK TYPE	RANGED AND TRACKING VOLLEYS
FIRING RATE	SLOW
HEALTH	HIGH
SPECIAL	CAN ONLY BE DAMAGED WHEN THE FRONT EYEPIECE IS OPEN



The Missile Hovercraft has two major attacks. The first thing that the Hovercraft will do is deploy Blood Falcon Soldiers; two of them will jump out of the Hovercraft and come after you. A quick burst from your Machinegun will negate this. The more dangerous attack comes when the Hovercraft fires a lengthy spread of mildly tracking dive mines toward you. These volleys last for about twenty shots and are to be taken quite seriously. To stay safe, use locked diagonal fire to destroy these mines from the far side of the screen (not a single one should get through the machinegun's field of fire).

Get your licks in at the Hovercraft during its deployment attacks and at the tail end of its volleys, once you're completely comfortable with the timing of these spreads. When mastered, this is an enemy who will never get a shot in against you.



TWO HEROES + ONE HOVERCRAFT = RUDENESS

Though this enemy can be somewhat difficult until you master its timing, two players can rip the Hovercraft into pieces without even breaking a sweat. Have the primary player set up a layer of defensive fire to kill the Soldiers who deploy and to shoot down all of the mines. The second player can use energy shots or machinegun fire to brutalize the Hovercraft at every opportunity. Given this situation, the Hovercraft can't do anything to survive!

The elevator that dominates the pad where the fight began will descend and reach the bottom of a long shaft after the battle ends. Switch to your **Fire Whip** before advancing, and charge up an energy shot. In the next passage are three **Rolling Cannons**; these armored devices can only be destroyed when they set up to fire. A single energy shot will blow one of these machines apart. Move slowly to destroy the Cannons one at a time.



ROLLING CANNONS

PERCENTAGE OF LEVEL	2% (10% TOTAL)
FIREPOWER	LOW
ATTACK TYPE	RANGED
FIRING RATE	SLOW
HEALTH	LOW
SPECIAL	CAN ONLY BE DAMAGED DURING ITS FIRING PHASE



At the bottom of the passage is a conveyor belt with a meatgrinder on the other side. From the top side of the room comes a grubby beast of considerable size. This grotesque distortion of nature is stomach-turning, and it's quite natural that you unleash energy shots toward it during its approach (perhaps in an attempt to cleanse the demon through fire). Because of this monster's incredible endurance, you will be forced to settle in for a drawn out fight on the conveyor belt.



29%

VILE GRUB

PERCENTAGE OF LEVEL	6%
FIREPOWER	MODERATE
ATTACK TYPE	RANGED, CREATES OBSTACLES
FIRING RATE	FAST
HEALTH	VERY HIGH
SPECIAL	CAN MOVE VERY QUICKLY IF YOU GET BEHIND IT ON THE CEILING



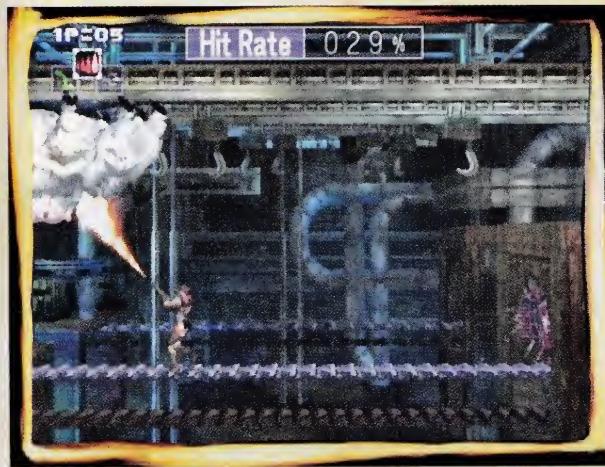
The **Vile Grub** will first stop on the right side of the upper belt and spit yellow globs of puss that bounce around the belts in a smooth pattern. It's only difficult to dodge these when several of them converge near you; try to stay low and use locked fire so that you can concentrate all of your efforts on dodging these globs.

The Grub's secondary attack will begin after it waddles over to the left side of the belt. As you are drawn toward the saw blade, your enemy will release spiked droppings that clutter up the lower belt. Jump over there and use charged energy shots to keep doing damage while you stay away from the saw and the droppings.

**WHAT NOT TO DO**

Though it looks safe on the right side of the belts, above the meatgrinder, you must never try jumping up there. With a horrible show of speed, the Grub will tear across the belt and rend you before you have a chance to escape. It's cruel, unfair, and deeply disturbing. Don't let the Grub consume you unless you really want to have an impressive death.

When the Grub takes its final blow (usually during its retreat to the right side for another round of attacks), the beast will start to bleed heavily. Run to the left side of the belt and hide there until the Grub has been ripped apart by the grinder. This will damage the machine and give you access to the walkway above the saw.



You might have been wondering where the output for the meatgrinder is going. Thankfully, you are about to find out the answer to that nagging question. Past the small walkway is an area with the grinder's output, a tub of meat, and a **Hungry Worm** that is eating everything in sight. The best part about this is that the monster is constrained by the sea of charred Grub parts. This will make your next fight a lot easier. It's still gross and horrifying, but easier.

HUNGRY WORM

PERCENTAGE OF LEVEL	5%
FIREPOWER	HIGH
ATTACK TYPE	RANGED BREATH, RANGED VOLLEY
FIRING RATE	VERY SLOW
HEALTH	HIGH



You will spend a lot of your time hopping between the top rungs of the room during this battle. The Hungry Worm can't come out of his tub, but he does have two attacks that are dangerous. If you see a burst of bile come from the Worm's mouth, then it is quite likely that it will spray acid all over the top of the room. Jump over to the right side, above the Worm, and use the fire whip until it's done breathing.

The second attack comes very quickly and will flood the area with bubbles; hurry to the upper ledge on the left and defend yourself with the Fire Whip while locking your movement. If you try to stay on the right side, the Worm will ram you with its head during the attack and knock you into the meat tub.



TRICKY FIEND

Don't dedicate to an area of the room before you realize which attack the Worm is going to make. The nastiest aspect of this is that the Worm will, on rare occasions, feign a breath weapon attack. When this happens, the Worm will spit out a light amount of bile and quickly switch to a spray of bubbles. Hurry over to the left if you want to survive this.

It won't take long to kill the Hungry Worm, and then you're off again. Rush over the next ledge because a Rolling Cannon will fall down behind you. Charge an energy shot to dispatch the machine quickly, then stay on guard for the next one to appear on the right side. When you reach the top of the ledge, the level's final enemy will rumble to life and smash the wall into rubble.



44%

THE CLEANER

This refuse area needs to be kept free of debris. Of course, the machine that accomplishes this task needs to have saw blades, fire cannons, electrical discharge weapons, and further defenses. Imagine trying to clean up a junkyard without that level of firepower!

Though most of the extended battle with the Cleaner is fairly simple, there are some very tricky moments that you have to be ready for. Foremost, look where you are stepping until the mission is over. Some fancy footwork will be required before the day is out.



CLEANER	
PERCENTAGE OF LEVEL	32%
FIREPOWER	MODERATE
ATTACK TYPE	VARIOUS RANGED AND RAM
FIRING RATE	SLOW
HEALTH	HIGH



The first stage of the battle is very easy if you're good at firing on the run. The Cleaner will chase you toward the right side of the area while occasionally firing in your direction. Your best bet is to charge up energy shots while you are moving out of the way and to fire only when you are fully charged. Doing this will ensure that the upper and lower guns on the Cleaner are destroyed before you are severely pressed.

There will be barriers along the path that force you to jump up a level and then to drop back down afterward; this pattern does not change, and you should be able to adjust without trouble. Once the top gun has been destroyed, it is perfectly safe to jump onto the ceiling where you can attack the Cleaner without having to worry about the barriers or getting run over.



During the next minute of the fight, you will have to stay on the ceiling as the Cleaner moves under you. Fire from an angle to destroy the four electrical chargers that are attached to the machine. This is very easy to do, but keep your eyes out for the **Missiles** that come from both sides periodically. Energy shots bring those Missiles out of the sky without question, but it's far better to hit those targets before they get close enough to threaten you.



MISSILE

PERCENTAGE OF LEVEL	2% (24% TOTAL)
FIREPOWER	LOW
ATTACK TYPE	RAM
FIRING RATE	VERY SLOW
HEALTH	LOW



You can drop down behind the Cleaner after the last of the Missiles has been destroyed. The final target of the level is hidden inside the armor at the rear of the Cleaner, but it isn't easy to keep up with the machine over the difficult terrain ahead. Continue to charge those energy shots so that you can do as much damage as possible when you have an opportunity.

The last attack series that the Cleaner uses is very organized, but it is extremely hard to cope with until you have faced it many times. First off, you have to keep up with the machine as it walks over a series of sifting pits; falling into one of those will not make your day any better.

After a few moments of building up, the Cleaner will open its rear compartment, moving the armor aside, and get ready to fire a beam attack toward you. Fire two energy shots, duck under the blast, then get back up when the beam dies down and keep firing. If you're forced to the back of the screen while lying down, make sure to jump over the sifting pit before firing unless you are very certain of your timing. As always, it's better to slowly survive a battle than to win quickly but lose a life in the process.

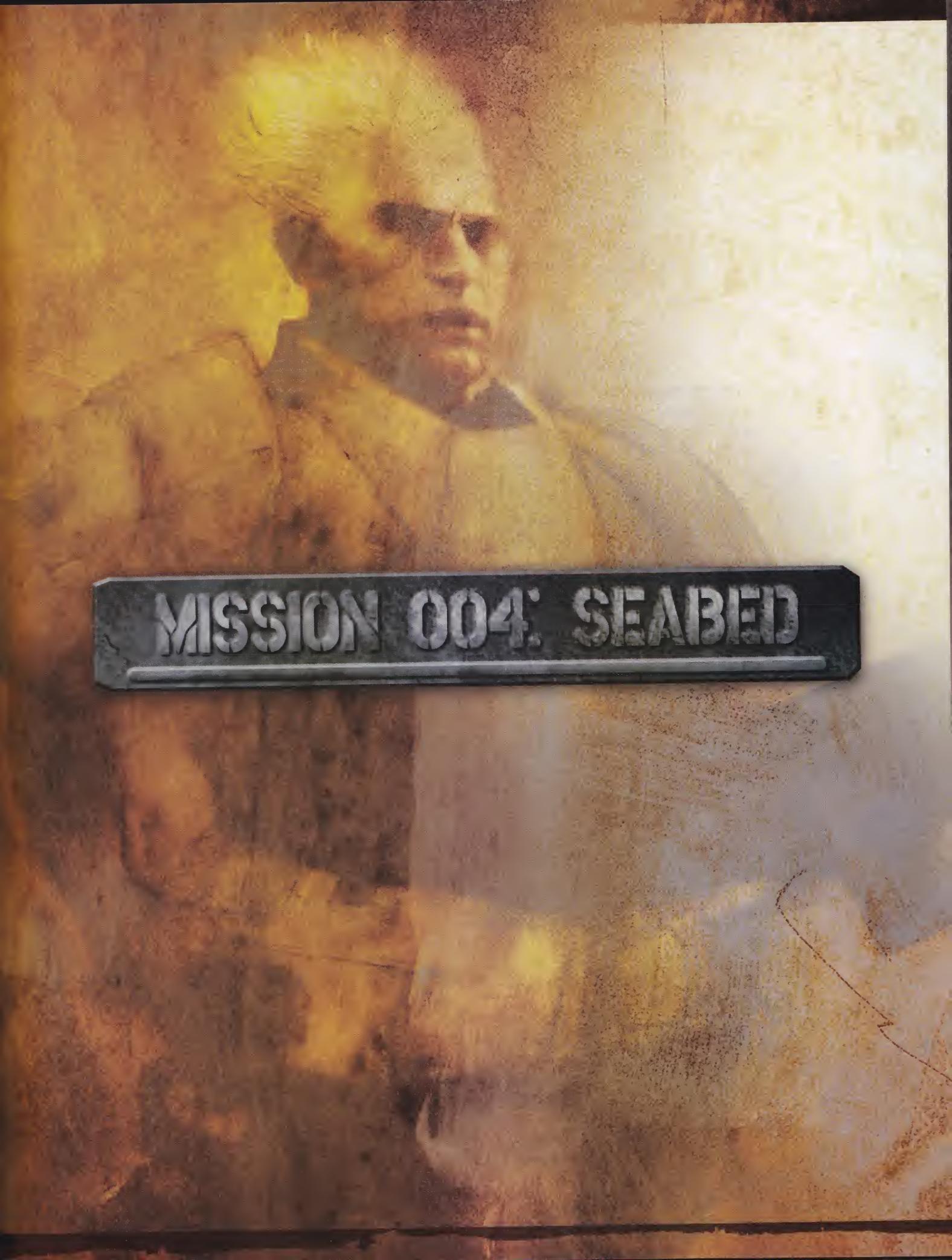


In between these beam strikes, the Cleaner will throw out either two spinning saw blades or a single Rolling Cannon. The saw blades bounce high enough for you to run under them; these are only difficult to avoid if you are forced to dodge one while jumping over a sifting pit. Try to time things so that you don't have to deal with both obstacles simultaneously. The Rolling Cannon is easy to jump over and can be killed with a single energy shot, so don't worry much about that.

After three or four series of attacks, your energy shots should break the Cleaner completely. This marks the end of the level and a great victory for you. Blood Falcon cannot walk into a city and murder innocent people as long as you draw breath.



100%



MISSION 004. SEABED

A very important power plant has been taken over by Blood Falcon terrorists, and a number of important personnel have been captured as well. Your next mission is to get to the underwater plant as quickly as possible and eliminate all of the Blood Falcon creatures in the area. The only way to pull this off is to fly into the area on a guided missile. It makes sense if you're a cyborg or a legendary soldier.



Before you can even settle into your new role in experimental avionics, a slew of **Large Missiles** will follow you into the region. Turn around and lock your fire while you switch to your **Dive Mine Launcher**. Charge your attacks and throw a series of homing missiles into the sky. Let them do your dirty work as you wait for the turmoil to die down.



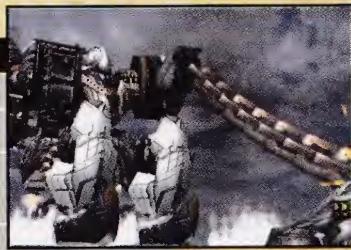
LARGE MISSILES	
PERCENTAGE OF LEVEL	1% (18% TOTAL)
FIREPOWER	LOW
ATTACK TYPE	RAM
FIRING RATE	VERY SLOW
HEALTH	LOW



With the upper skies cleared, you should be safe to descend to sea level. Though it won't be hard to reach the power plant at this speed, there's an enemy **Jetski Mech** approaching with enough power to give chase. There's nothing to do except fight and win.

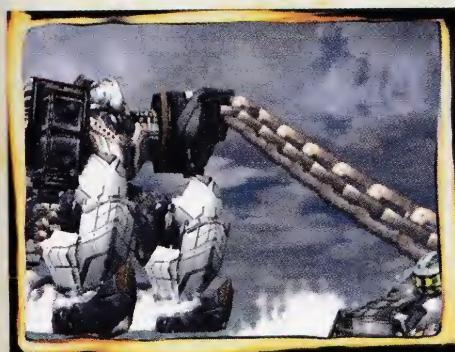
JETSKI MECH

PERCENTAGE OF LEVEL	15%
FIREPOWER	HIGH
ATTACK TYPE	RAM, GUIDED RANGED, VOLLEY
FIRING RATE	HIGH
HEALTH	VERY HIGH



The Jetski Mech doesn't have any real weaknesses; this extremely large set of armor and weapons was made to take out enemies from almost any angle. You simply have to survive long enough to let your weapons widdle the Mech's armor away until it begins to break down.

You start the battle at the rear of the Mech. Don't imagine that you're overly safe in this position, because the backpack in front of you is filled with surface mines. Take a few charged energy shots against that pack before rising to the very top of the screen. When the surface mines explode, you'll only be safe at the highest altitude. Guided missiles will also be firing during this phase, so switch to your own homing missiles and use them for defense until the Mech stops his attack.



MIXED OFFENSE

A perfect two-player combo for fighting the Jetski Mech is to have one person stay with energy shots for the entire fight while the other player defends with homing missiles. Together, this provides perfect coverage for both people AND keeps the damage tally high against your targets.

Because these attacks haven't killed you yet, the Mech's pilot will grow impatient and hop backward. It's obvious that it's trying to get you in front of the Jetski, but you won't have a choice for very long. Keep firing with energy shots until the Mech jumps a second time, then hurry to get under its feet before the behemoth crashes back into the water. Hug the actual Jetski to avoid the missiles that come down, then slip around to the front when the ski rises.

Mix energy shots for attack and homing missiles for defense when you're in front of the Mech. The only new attack comes from the Mech's main gun, which spits fireballs toward you in a regular pattern. Dodge until the Jetski pulls the Mech forward again, then repeat this process until the backpack, ski, and main gun have all been destroyed.



BAD TIMING

Be extremely careful of damaging the Jetski while you are trapped between the Mech and the ski itself; if you destroy the main part of the ski while in this position, the debris will tear across the water and shred you in the process. There is almost no way to avoid this, save for holding your fire until you won't be put into this situation in the first place.

The final stage of the battle is very easy if you have a bit of patience. There are still three attacks that the Mech can draw upon, but none of these are particularly effective. The first mode is heralded by an electrical whine; with a swing of its mighty arm, the Mech will slice at you with the anchor line from the Jetski. Stay in the upper-right side of the screen for perfect safety. The second attack comes from the missile port on top of the Mech. Use homing missiles to knock down the burst of four missiles that the Mech fires.

You can only damage, and finally destroy, the Jetski Mech during its third attack sequence. After the missile port closes, the central hatch on the main body will move aside and reveal an orb that begins to glow. Shoot this from directly above the orb to damage the sphere while avoiding its beam of energy. Repeat this process several times to finish off the Mech and watch as it collapses under the waves without enough power to keep itself afloat.



33%

With the last bit of energy from your guided missile, it is possible to break through the defensive barrier for the power plant. Your character will quickly switch to a rotor engine to make the descent through the air shaft, but something smells very strange in there. It seems that there are **Alien Pods** lining the shaft that are not of Earthly origin, and wicked little beasts begin to emerge from these when they sense the presence of an enemy. Use homing missiles to ward off these **Alien Jumpers**, and descend rapidly if they manage to leap toward you.

There are also a few Aliens in the passage that look like Chinese Dragons. Though these **Alien Dragons** appear quite fearsome, they pull away when struck, so your homing missiles should pound them into the wall in short order. If you fire relentlessly, it's a very easy journey down to the bottom of the shaft.



ALIEN POD

PERCENTAGE OF LEVEL	1% (29% TOTAL)
FIREPOWER	NONE
ATTACK TYPE	SPAWNS ALIEN JUMPERS
FIRING RATE	VERY SLOW
HEALTH	LOW



ALIEN JUMPER

PERCENTAGE OF LEVEL	0%
FIREPOWER	LOW
ATTACK TYPE	RAM
FIRING RATE	HIGH
HEALTH	PATHETIC



ALIEN DRAGON

PERCENTAGE OF LEVEL	2% (8% TOTAL)
FIREPOWER	LOW
ATTACK TYPE	RAM
FIRING RATE	NONE
HEALTH	LOW
SPECIAL	ONLY THE HEAD OF THE DRAGONS TAKE DAMAGE NORMALLY



There is a computer room at the base of the shaft, and the place looks like it has been deserted. Upon entering the room, the computers along the rear wall hum to life and begin accessing some type of holographic system. This wouldn't be a problem, but it appears that the holo-system is linked with some energy beam generators in the room. Together, this makes for a simulation that won't have any trouble causing you harm.



Use your fire whip in a locked position, pointed up. If you hurry to stand directly underneath the **Holographic Head** that appears, you will be safe from its attacks. The **Fire Whip** can easily be used to do crippling damage to the Hologram while eroding the circles of light that form and track your movements. Don't let your finger off of the trigger for even a moment while the Head is still firing those circles of energy.

HOLOGRAPHIC HEAD

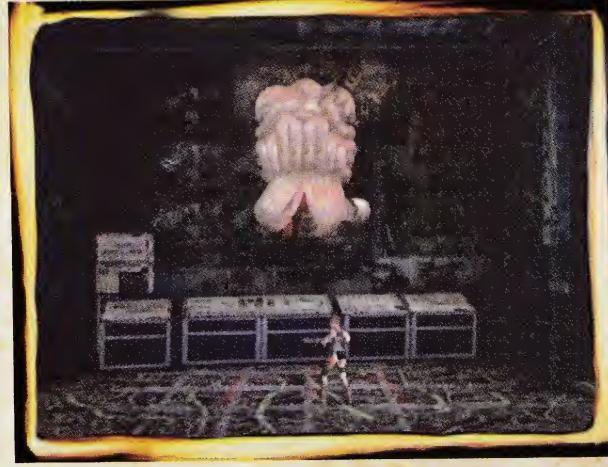
PERCENTAGE OF LEVEL	5%
FIREPOWER	MODERATE
ATTACK TYPE	RANGED AND TRACKING, ENERGY BALLS
FIRING RATE	HIGH
HEALTH	HIGH
SPECIAL	YOU CANNOT HURT THIS SIMULATION WHEN IT RETREATS



After two waves of attacks, the Head will recede and begin charging for a different type of maneuver. Stay in the center of the room and wait until you see two lines of energy shoot off toward the sides of the room. Though you can touch these lines while they are in the air, you will die instantly if you walk across their path. Jump over the beam to your side and leap again when the other beam comes your way. The Hologram cannot be harmed while it is making this attack, so focus on staying out of the way and wait until the simulation returns to the front of the room.



By the end of the Head's second run, it's likely that you will be able to destroy its protective layer. After a fairly violent explosion, the remaining section of the program appears as a giant brain. Use energy shots and continued fire attacks to damage this aspect of the Hologram. The new attack that the program uses is easy to avoid if you back up very slowly and draw the Head toward you. The simulation will drop four energy balls before pausing; run to the other side of the Head during the pause to avoid a larger energy beam that the computer creates. Continue attacking as the simulation repeats this process (though future rounds will give the Hologram enough time to drop six balls of energy before charging a heavier attack).



53%

Once the Head program has been defeated, you can continue through the tunnel that leads toward the escape passages (and hopefully toward the hostages). More Alien Jumpers, Pods, and Dragons line the route. Use homing missiles to burst the Pods and push away the Alien attackers and keep moving.

Because there are pools of Alien slime that have collected at several points in the corridor, you will be forced to jump over a few gaps. Don't worry too much about this by itself, but try not to go too quickly the first few times you walk through the level. The Alien Jumpers who break out of the Pods can get the drop on you if you aren't laying down a heavy enough field of fire, and that is often the case during an unexpected jump.



A NICE RUSH

This corridor takes a bit of time to clear when you're going through with a single player. If you have two people working together, you can have a great time by racing through the hallway with your cannons and missiles blazing. Have a race to see who can get the most kills without falling into the pits of Alien slime. This isn't the safest way to play, but it's a nice break from normal caution.

There are several flotation devices that are resting on the surface of some murky water at the end of the tunnel. At first, it doesn't look like there is anywhere to go from there, but a hideous creature comes forward and breaks the safety glass that is holding back the saltwater on the other side. Though this Devilfish retreats briefly, it can only be a temporary respite.

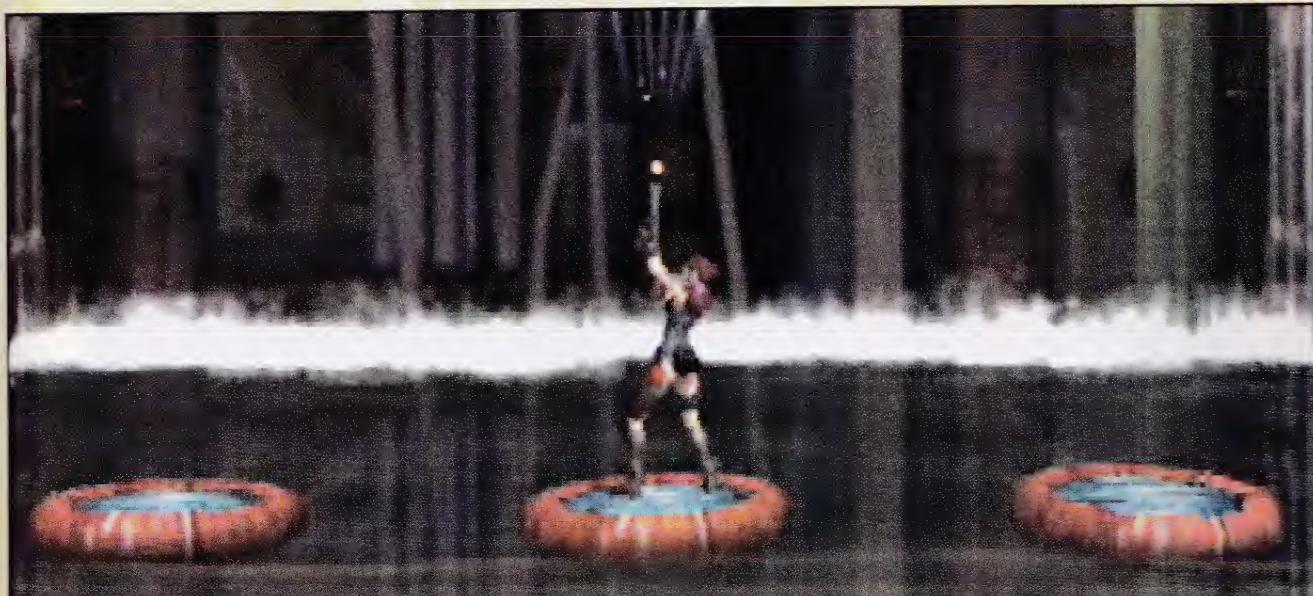


Jump over to the central raft when you can and get a spread of homing missiles ready. Use these to destroy the Cluster Bombs that are floating down toward the waterline. If any of these are able to make contact with a raft or the water, the resulting explosion will send a fair amount of energy into the air. It's a lot easier to destroy the Bombs before they get to the ground. After the final one has been destroyed (the fifteenth Bomb), switch to your fire whip and hurriedly charge an energy shot.



CLUSTER BOMBS

PERCENTAGE OF LEVEL	1% (15% TOTAL)
FIREPOWER	LOW
ATTACK TYPE	BURST
FIRING RATE	ONE EXPLOSION
HEALTH	LOW



90%

DEVILFISH

It's a horror to imagine that someone who was once Human might have been made into the hybrid that rises from the depths to attack you. This beastial creation doesn't have much of its intelligence or reason anymore, but it has a crafty nature that you must recognize. To defeat the Devilfish, you'll need to act quickly and anticipate some of its most devious attacks.



DEVILFISH

PERCENTAGE OF LEVEL 10%

FIREPOWER NO DIRECT ATTACKS

ATTACK TYPE RAM

FIRING RATE HIGH

HEALTH HIGH

SPECIAL ONLY ATTACKS AGAINST THE FISH'S MOUTH WILL HARM IT



The Devilfish will leap high above you as it completes its rise to the surface; take this as a chance to get a free strike at its face with your charged energy shot. Aim upward and fire a bit ahead of time to account for the Devil's impressive speed. After landing, the Fish will take a moment to circle around while it figures out where to strike. Stay on the central raft for now, but decide where you will jump in case something is going to come up underneath you.



BUBBLES GIVE AWAY EVIL INTENTIONS

The Devilfish will disappear into the brine as it prepares to tip over one of the rafts. You will know which one the Fish is going for because a stream of air bubbles rise toward the target a few moments for the actual attack. This neutralizes the Devil's surprise and ferocity.

Don't even try to hurt the Fish as it makes a series of three attacks on the rafts. Bide your time and wait for the Fish to tire. After landing, the Devilfish will circle for a few laps before hurrying to one side. Jump in the opposite direction and lie down on the raft that's on the other side of the screen. Soon, the Fish will rise and suck in the rafts while you hurl energy shots down his throat. Try to get at least three full attacks off before you are forced to jump away (then make another strike or two between your leaps).

When the Devilfish is done taking on water and such, it will come up under the raft toward its side of the screen. You will die unless you can quickly leap onto this raft and then onto the railing above the chamber.

As soon as you see the rafts begin to rise again, jump back down before the Fish can snatch you out of the air. If you have the presence of mind to charge an energy shot as you do this, then get an attack in on the demon while you are falling.



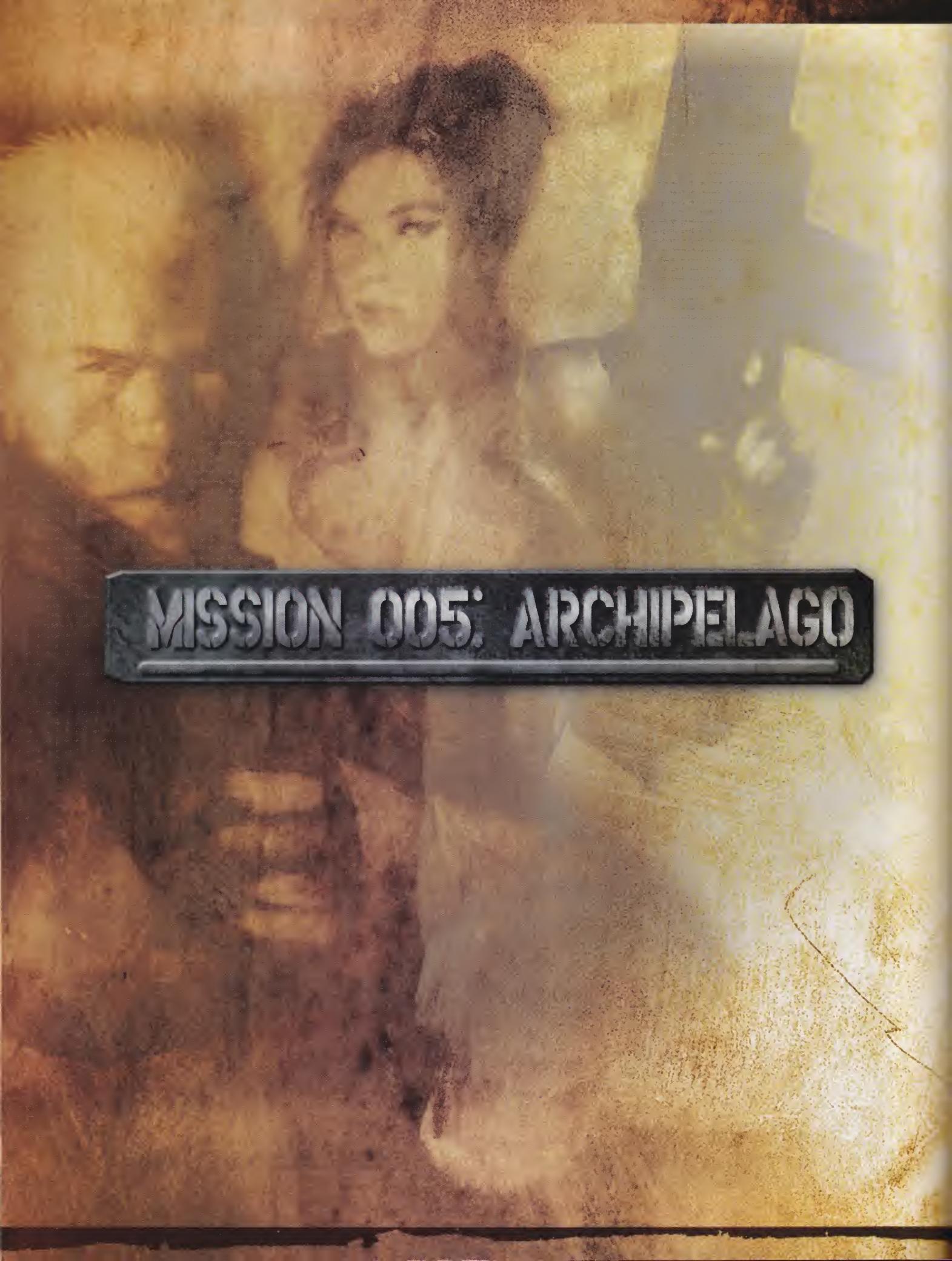
The Devilfish can only take about eight energy shots because of their searing impact, and that means that you won't have to go through more than two rounds of its attacks once you're comfortable with this routine. The final shot will strike the Devilfish in the face and cause it to begin bleeding profusely. Even as it descends, you will see a plume of green ichor that rises from the Fish's position. In a final throw of rage, the Devilfish will come back to the surface under one of the rafts (usually the closest one to it, but not always). Watch for the trail of blood so that you aren't standing above the Fish when it makes its move.



The hostages will be able to evacuate the damaged power plant now that the terror from the deep has been eliminated. Jump onto the corpse of the twitching Fish if you like and continue the barbecue so that it's put out of its misery.



100%



MISSION 005: ARCHIPELAGO

The enemy's Commander was well aware that the Triumverate, Earth's leading force in government, would find out his location eventually. Because of this, the Commander decided to base his operations in the same Archipelago where the war came to a head years before. If he couldn't have subtlety, the Commander at least wanted to make a statement with his rebellion.

This time the people of Earth are going to be fighting each other while the Alien threat grows more powerful. Then again, some things haven't changed as much as they appear.



As is often the case, the **Heavy Machinegun** is your friend as you first travel into the jungle on the main island. There are a number of **Blood Falcon Soldiers** surrounding the central base, and constant fire is the only way to deter these fanatics. When you see a **Truck** come in view ahead, leap and fire above it to take out a Sniper before he hones his aim. Climb the hill beyond with your homing missiles flying; make sure that the **Mortarman** and **Sand Bags** there leave no trace when they are gone.

BLOOD FALCON SOLDIER

PERCENTAGE OF LEVEL	0%
FIREPOWER	LOW
ATTACK TYPE	MELEE
FIRING RATE	VERY SLOW
HEALTH	PATHETIC



MORTARMAN

PERCENTAGE OF LEVEL	1% (2%)
FIREPOWER	LOW
ATTACK TYPE	RANGED
FIRING RATE	VERY SLOW
HEALTH	PATHETIC



TRUCK

PERCENTAGE OF LEVEL	4%
FIREPOWER	NONE
ATTACK TYPE	NONE
FIRING RATE	NONE
HEALTH	LOW

**FUEL BARREL**

PERCENTAGE OF LEVEL	1% (2% TOTAL)
FIREPOWER	NO DIRECT FIRE
ATTACK TYPE	NONE (INDIRECT DAMAGE)
FIRING RATE	NONE
HEALTH	LOW

**SNIPER**

PERCENTAGE OF LEVEL	1% (6% TOTAL)
FIREPOWER	LOW
ATTACK TYPE	RANGED
FIRING RATE	VERY SLOW
HEALTH	PATHETIC

**SAND BAG**

PERCENTAGE OF LEVEL	1% (3% TOTAL)
FIREPOWER	NONE
ATTACK TYPE	NONE
FIRING RATE	NONE
HEALTH	LOW



Edging forward just a bit more, you will find another **Sniper**. Get this enemy to fire prematurely and dodge comfortably before you return the favor. Go slowly when you jump across the gap and do not fall into the water below; finish off the last Mortarman with another missile barrage. Take your time as you cross the flat ground ahead and have a good look at the next Truck you see on the horizon.

**4-WD SLUG**

PERCENTAGE OF LEVEL	5%
FIREPOWER	HIGH
ATTACK TYPE	RANGED VOLLEYS
FIRING RATE	VERY SLOW
HEALTH	HIGH
SPECIAL	THE SLUG IS IMMUNE TO DAMAGE WHEN IT IS UNDER THE GROUND



Something isn't entirely right with that vehicle that is blocking your path. As it turns out, that Truck has been commandeered by a vicious **4-WD Slug** with some nasty abilities. Your **Fire Whip** won't work as well as, say, a large salt shaker against this monster, but it will have to do.

Stay back and use charged energy shots while the Slug is climbing out of the dirt. After the Slug turns around, you can quickly tell which of his two attacks is on the way.



When you're farther away from the Slug, it's more likely that it will rear back and send a nifty volley of fire bombs into the sky. These will land before too long and blanket and entire field will explosions. The only way to survive is to hop onto the Slug's truck as soon as he seeks cover.

The other attack mode is very hard to deal with at first. When the Slug begins to foam at the mouth, it's getting ready to blast an extended volley of bubbles that are going to spray into the air nearby. These bubbles increase in size when they're struck, though they will pop if they're hit again. It's very difficult to destroy all of these bubbles before the Slug charges with his truck. The best way to ensure your survival is to lock your movement when you're just at the edge of the fire whip's range and spray the bubbles as they leave the Slug. This will pop enough of them that you are almost guaranteed a safe leap onto the truck as it passes you.



If you can consistently survive both of these attacks, the Slug will surely lose the fight. Sit back and plug away at this fearsome champion of invertebrates! You should feel very pleased with your skills once you have mastered the Slug; this creature's ability to fire volleys and then hide between shots negates its long recharge time. Thus, the Slug is one of the first truly ugly monsters that you'll face.



THE SLUG ISN'T MEANT TO FACE DUETS

Though the Slug is an artist in a fair duel, it is very easy to thwart this creature's bread and butter attack if you have two people. Obviously, the fire attacks are just as easy to dodge whether you have one person or twenty, so it's the bubble attack that really changes.

While the Slug goes into its foaming mode, have one person take up a normal defensive position with a fire whip while the other uses energy shots to damage bubbles and Slug alike. This makes the fight zoom by and it keeps spare bubbles from becoming a threat. In really severe cases of Slug volleys, both players can assume a defensive role (just to be safe).

BIOLOGY IN BATTLE

Though it's normally accurate to say that a creature like this is a Snail instead of a Slug, the Board of Alien Hybrids (BAH) has formally declared that the use of a Four-Wheel Drive Truck does not in any way count as the use of a natural shell. Thus, this creature has been determined to be a Slug, not a Snail.

19%



Only a few steps beyond the Slug's field is a cave with a pit that you must cross. A single **Shield Soldier** is standing in your way, but a taste from your fire whip should send him into the pit. Jump onto the ceiling of the cave and load up a volley of homing missiles for the Sniper who comes into view on the other side. Keep moving along the ceiling until an **Alien Jumper** passes underneath you, then drop down and get ready for a bit of tricky maneuvering.



SHIELD SOLDIER

PERCENTAGE OF LEVEL	1% (2%)
FIREPOWER	LOW
ATTACK TYPE	MELEE
FIRING RATE	VERY SLOW
HEALTH	PATHETIC
SPECIAL	IMMUNE TO MACHINEGUN FIRE WHEN SHIELD IS BEING USED



ALIEN JUMPER

PERCENTAGE OF LEVEL	0%
FIREPOWER	LOW
ATTACK TYPE	RAM
FIRING RATE	HIGH
HEALTH	PATHETIC



There are several damaged power generators in this area, and these were wind-driven machines. The old blades from these generators are distinctly in your way, and touching them for even a moment will give you gangrene or tetanus or rust. Whatever the case, you can't touch those blades and survive. Because of that, it's a rather complex set of attacks and jumps that you need to follow in order to make it through safely.

Use your **Heavy Machinegun** to get the first propeller moving in a counter-clockwise direction. Don't run through until the blades are turning at a fairly slow rate. Be ready to jump as you reach the other side because another Alien Jumper will wander on through (don't bother shooting it). Edge closer to the next generator and trigger a third Jumper so that it can be evaded. To get through the next generator, use your homing missiles to get it moving, then Fire at it again as you move through; leap over the final Alien Jumper who runs through before attacking the last generator, then move back out into the open with another homing missile blast.



The air transport vehicle that's resting nearby has an infinite number of Blood Falcon Soldiers inside of it. There just isn't enough time for you to figure out how many of these enemies there really are, so use your machinegun and run through while watching so that no one drops onto your head. As soon as you're able, jump onto the top tier of the platforms on the right side of the area.

A familiar fortress has been repaired and rearmed to protect the inside of the base. From the third row you can shoot the Snipers who are standing on the roof of the base (only one of these will appear at a time, and there will be three in all). After that, you need only sit on the highest tier and use homing missiles to destroy the Main Gun, the Shield Soldier below, and finally the Red Seal that keeps the doors closed. This is truly one of the simplest tests that you will face in your missions, though it will soon be replaced by a number of deadly encounters.





BLOOD FALCON BASE

PERCENTAGE OF LEVEL	9%
FIREFORCE	MODERATE
ATTACK TYPE	RANGED EXPLOSIVES
FIRING RATE	MODERATE
HEALTH	HIGH



JUST TO BE THOROUGH

You can break your way into the base by destroying the Red Seal at any time; it only takes about 20 dive mines to do the trick. Still, you won't be given a chance to finish off the Main Gun and the other enemies who remain if you destroy the Seal. If you want to be thorough, make sure that you attack all of the enemies before you go for the Seal.

JUST FOR KICKS

This battle is already so unfair that it just isn't right to bring another player into the mess. Instead, try to have one person stay on top and provide cover fire while the more adventurous of the two runs around on the lower levels and dukes it out with the Soldiers and the Main Gun. This is a lot more dangerous, but it's also more fun than it sounds.

34%

Before you even have a chance to catch your breath, the battle is on against the Enemy Commander. Don't be too worried if you've made it this far, but work hard to learn the Commander's attacks so that you can avoid the little mistakes that can be so costly at this stage.

BLOOD FALCON COMMANDER

This is an especially hard fight for Bill, for personal reasons, but there is too much going on for that to get in the way. The **Enemy Commander** isn't holding back in the least, and it's essential that you do everything to bring him down.



BLOOD FALCON COMMANDER

PERCENTAGE OF LEVEL 9%

FIREPOWER HIGH

ATTACK TYPE RAM, VOLLEYS, BEAM
ATTACKS

FIRING RATE MODERATE

HEALTH VERY HIGH



Because the Enemy Commander can use his attacks in any order, it's best to learn each of these routines independently. Patience is a great asset when fighting the Commander because of the random nature of his attacks (sometimes you are given many more free shots against him than when he uses his more powerful moves).

The Commander's most basic attack is a fast wave of flame. While charging this attack, he'll float toward one of the upper corners and hover in flame for several long seconds. Do not try to flee and jump aside until the last moment (else the attack will catch you in the air and melt your resolve).



The chamber attack is a beam pattern that the Commander uses quite frequently. During this, you'll see a number of targets appear around the chamber. Stand between two of these and crouch down to take up as little space as possible. When these beams fire, they will begin to rotate in either direction. As soon as you can tell which way to move, walk slowly to keep up with the beams and fire toward the Commander when you are able.

A simple volley that the Commander has can be one of his most effective moves. If the Blood Falcon Leader rises to the center and top of the room, you'll notice his hand begin to glow. A series of large energy globes will take over a large portion of the room after this, and it's hard to dodge these in time. If you move at the last moment, it's often a lot easier to find a safe spot.

Get into a central location if the Commander heads for a lower corner and spins himself into a human fireball. This attack causes your enemy to bounce off of the walls until he comes to rest on the bottom floor again. This attack can go for some time before it ends, if the angles are foul. Be ready to duck if the fireball ricochets off of a side wall and comes in low. Also, do what you can to stay away from the side walls; these impede evasion, and you will often need every trick in the book to stay ahead of this fast attack.



One of the least potent moves that the Commander will attempt is also based on the ground floor. You'll have a moment to prepare yourself and get some free fire in against your target as he crouches down to charge up an attack that will circle the perimeter of the room. If you stay behind the Commander and pummel him with flame, things will turn out wonderfully. The first of the three attacks takes a couple of seconds to charge, but the other two come in nearly half the time.



FREE YOUR ATTENTION FOR BETTER THINGS

You are always forced to divide your attention between offense and defense. In this case, it's so important that your defense be at its best that attack should be far from your mind. Lock your weapon into a decent fire position (i.e., a good heavy machinegun steam firing diagonally across the screen) and worry about saving your own skin.

Only focus on your attacks when the Commander goes into his easily-counteracted firing patterns.

Eventually, you will pound through the Commander's considerable stamina and leave him panting on the floor. Nothing ends there, but you get to drive forward into the real problem.

Because this fight is entirely based on your ability to evade the Commander's attack, there are no real tricks to surviving.

EASY DOES IT!

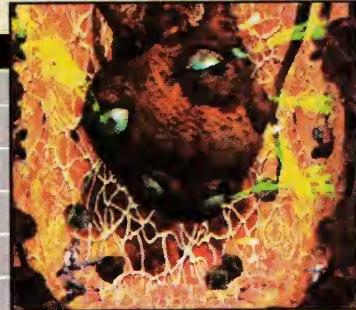
Playing this level on the easy setting will give you more than enough credits to practice your skills against the Commander, so consider doing that if you're having trouble with this area on normal difficulty.

The Alien force that had been controlling the Commander manifests itself in several forms that you must completely destroy. You will initially find yourself in a small chamber with four **Alien Pods** and a beating **Alien Heart**. Get over to the closest wall of the room and lock your movement. From this position, cut through the Pods above you with machinegun fire. Hurry over and repeat this on the other side of the room, then break through the Heart.

ALIEN POD	
PERCENTAGE OF LEVEL	1% (4% TOTAL)
FIREPOWER	NONE
ATTACK TYPE	SPAWNS ALIEN JUMPERS
FIRING RATE	VERY SLOW
HEALTH	LOW



ALIEN HEART	
PERCENTAGE OF LEVEL	5%
FIREPOWER	LOW
ATTACK TYPE	RAM
FIRING RATE	VERY SLOW
HEALTH	HIGH



Even with the Pods destroyed, an Alien Jumper will crawl into the chamber from each side now and then. Be careful not to forget about the Jumper on the far side of the room; getting pinned against the wall by one of those guys can be dangerous and difficult to avoid.



ANOTHER EASY VICTORY FOR THE TEAM

Obviously, a two-player team can mop up this fight. If you each take your own side, then the Jumpers never even have a chance to outflank you. Easy as pie.

The next room is much larger than the Heart's chamber, and the only combatant to enter it is a **Fuzzy Worm**—aw, what a cute little fuzzy head. Use energy shots and your fire whip to beat off this persistent monster. You'll ultimately have to jump onto the Worm and give ground until you have dealt a lethal amount of damage to the beast. If you can't complete this before the Worm bends over itself a second time, you will have to stick to the left corner of the creature's body and lock your movement while attacking it. The beast will eventually pull away, and it should almost be dead by then anyway.



FUZZY WORM

PERCENTAGE OF LEVEL	5%
FIREPOWER	LOW
ATTACK TYPE	RAM
FIRING RATE	VERY SLOW
HEALTH	VERY HIGH
SPECIAL	THE MAIN BODY OF THE WORM CAN NOT BE HARMED



Two foul **Alien Bugs** burrow out of the ground once you have dispatched the Fuzzy Worm. These new attackers are a lot more difficult than they appear, and you must certainly hold your wits about you in this encounter.

ALIEN BUG

PERCENTAGE OF LEVEL	5% (10% TOTAL)
FIREPOWER	MODERATE
ATTACK TYPE	RAM, VOLLEY
FIRING RATE	VERY SLOW
HEALTH	HIGH



Stay in the center of the screen when the Bugs first enter the area. The initial move comes when each of the Bugs hop into the air and make it perilous to be on either side of the room. Choose one target and hurl energy shots into its side during this process. The top Bug will charge to the other side of the ceiling, which doesn't harm you unless you jump at the wrong moment, but the lower Bug will soon follow suit. Do everything that you can to time this jump properly, because it's a tough leap to get all the way over those Bugs.



SOFTENING BEFORE YOU TAKE THE KILL

It's somewhat beneficial to weaken both enemies when you are fighting with two players. The fight gets considerably harder after the first Bug has died, and having a partner doesn't help much when the remaining Bug goes into full vengeance mode. For these reasons, you should consider hitting both Bugs equally so that the fight against the remaining enemy won't last quite as long.

Until one of the two creatures has died, they will continue to follow their first pattern of attack (Burrow out, hop, then do a tandem charge). Upon the death of a Bug, the survivor will finish its current attack and take on two new roles. If the survivor burrows out of the ceiling, expect it to run above you and drop onto your body. Lying prone is the only sane way to save yourself during this. Fire energy shots both before and after this to maximize the pain that you're dealing to the Alien Bug.

If the Bug comes up from the ground, a more dangerous attack is soon to come. The Bug will settle down and fire a long volley of tiny bolts into the air. Any of these can kill you, and there are no truly safe places on the screen (though there are fewer bolts toward the far side). Lock your weapon and fire while you dodge. After the volley, expect the Bug to run toward you. You can either stay at the far back of the screen for safety or leap over the Bug. The Alien will jump back to its original side and burrow away when it is done.



FOR EVADING THIS TYPE OF VOLLEY

Some people have a lot of trouble surviving these massive spam volleys. If that's the case, one nice trick is to stop focusing on where your character is standing. Instead, look at the top of the screen (where the points of light begin to fall). Concentrating on the path of the volley is far more useful, especially if you're good at keeping your character's position in mind while you do this.

Another useful trick is to let your eyes relax while this is happening. If you focus on individual points of light, you won't be able to get a feel for the entire field of fire that is coming your way. Instead, try to soak up all of the screen at once. This is a very hard technique to teach, but it is something that most people can learn to do if they try it for long enough.

Once both of the Bugs are dead you are given a second to compose yourself as an animated **Fire Plant** moves into position off in the distance. This creature has skin that is thick like a cactus, but within its body is an organ like an animal's heart. Very strange indeed.

FIRE PLANT	
PERCENTAGE OF LEVEL	5%
FIREPOWER	HIGH
ATTACK TYPE	AREA OF EFFECT
FIRING RATE	VERY SLOW
HEALTH	HIGH
SPECIAL	THE MAIN BODY OF THE PLANT CAN NOT BE HARMED



The Fire Plant will move onto the screen from the right. Use energy shots to damage the red organ inside the Plant while it is exposed. You should be able to get two shots off while the Plant moves into position, then two more while the thing reaches up to take hold of the ceiling. Jump onto the roof of the cavern and hold on while the Fire Plant drops a pool of explosive fire onto the rocky ground. Once the danger is past, hop down and continue to fire on the Plant as it moves over to the left.

If you haven't killed the creature yet, it will jump down on the side of the cavern and use a large beam attack that you don't have a chance of leaping over (lie prone to avoid this). When you rise again, hide in the corner while the Plant tramples over everything, then it will return to the beginning of its routine.



FINAL CONFRONTATION?

And at last you must face the Greater Alien that has been controlling the faction of Blood Falcon during these attacks. Take your **Fire Whip** in hand as you grab the cable that is suspended over the gigantic creature. Without time for fear, you have to make your move as soon as you can.



GREATER ALIEN

PERCENTAGE OF LEVEL	24%
FIREPOWER	HIGH
ATTACK TYPE	RAM, FIREBALLS
FIRING RATE	MODERATE
HEALTH	VERY HIGH



Though the appearance of this Alien is quite stunning, it is useful to remember that size isn't everything. In truth, there are many enemies who you have already faced that provide a tougher challenge than the **Greater Alien**. As long as you don't stay in a single place for too long, the head's eye attacks won't be too hard to avoid.



THE CHEESY VICTORY

If you want a quick victory and you aren't willing to risk any lives in the process, then climb over to the side of the screen and use charged energy shots on the Alien's head. Move away from the smaller heads when they circle around you, and always keep watch on the beams from the jewel in the Alien's skull. If you do this, the fight will be easy, short, and amusing. Killing the central head makes everything else rot away.

THOUGH IT MAY GO WITHOUT SAYING

It is important to have each player pick a side if there are two of you going after the Greater Alien at the same time. This way, you can distribute your damage and keep one person from going after the main head far too early in the fight.

PREPARATION MEANS EVERYTHING

You have to destroy all of the peripheral parts on the Alien first if you want to receive a hit rate of 100%. The problem is that the Alien becomes a lot more powerful after its weaker heads and eyes have been torn out (Aliens are like that).

Though it sounds like a bad idea, you really should distribute your damage during this fight if you want all of the points but still enjoy the easy maneuvering of the early fight.

Put about six charged shots into each side head, then around a dozen or so into the central head. Switch to the machinegun next and spray the eyes until both have been destroyed, then kill the side heads. This technique leaves the Alien very little time to adapt, and you'll have the central head destroyed just as it figures out what you are doing.



The side heads don't have a whole lot of functionality early on in the fight. These independent creatures will wait for the central head to finish its firing routine, then they will circle around the support beam that you must use to stay out of the Alien's grasp. If you stay on the opposite side of the beam, you'll always have a niche where the small head won't be able to bother you. After each side head is destroyed, you will face two new attacks from the damaged areas.

The Greater Alien can shoot blue pulses of energy out of the area where the side heads once were. These balls of light are quite deadly if you touch them, and they last for a fair amount of time. Account for these obstacles when you are preparing to dodge other attacks because they rarely disappear when you need them to.

The other side attack comes from a barrage of shrimp that the Alien throws into the air when you are least expecting it. These shrimp can be shot out of the air, so defensive positioning and weaponry can protect you in this case. All in all, there is some truly vile seafood in *Shattered Soldier*.



Though you will eliminate the weak attacks that the Alien makes as you burst each of the creature's eyes, the gem in the center of its head will grow stronger. Once both eyes are gone, the gem will be able to fire a spread of energy balls that can cover a large area. Instead of getting out of range during these strikes, it is far easier to jump and maneuver in between them to save your skin.

When you are ready for victory, start to lob energy shots into the Alien's head until it can take no more. The revelation that comes after your success may not make things easier for you, but there are things that you have to know. When you speak with the Enemy Commander again, much will be revealed.

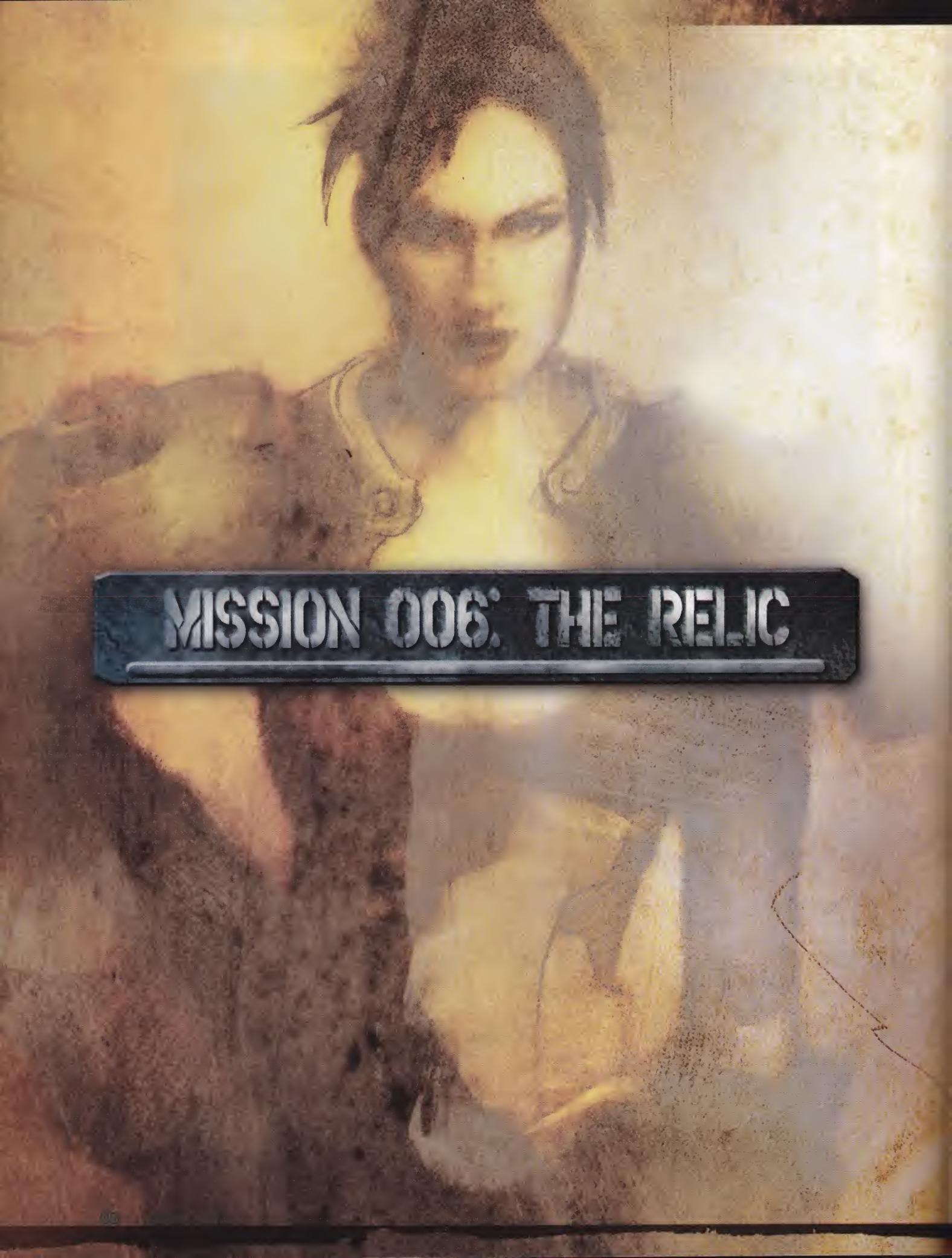


If you've been playing the game on the Easy setting, then your victory is still a fine one, but you cannot advance without playing it through again on Normal. Now that you know what to do, everything will be much easier even with fewer lives and continues.

And finally, if you have been playing on Normal and have achieved a B or C rating for this game, then you have come within inches of an incredible success. There is nothing shabby about your score, and another attempt or two should tip you over the top without a problem. Remember that this game is one of the hardest to bless the genre in a long time. When you do reach the next level, it will be a matter of pride and accomplishment!

If you were able to beat the first five missions with a score of A or better, then the Commander will reveal the reasons for his actions. You'll also learn who the true enemies have always been and why you have been imprisoned for crimes that you never committed. To save Earth and to avenge your injustice, move on to *Mission 006: The Relic*.

100%

A man with a mustache and a cowboy hat is looking over his shoulder. He is wearing a light-colored shirt and a dark vest. In the background, a horse is standing, and a path leads into a hazy, sandy landscape.

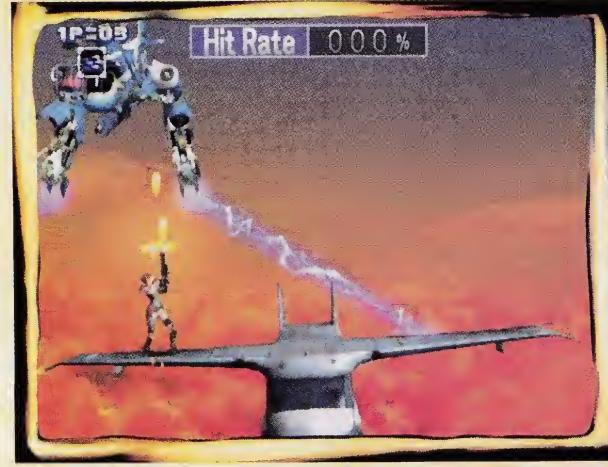
MISSION 006: THE RELIC

Now that you know everything, the battle is going to get more intense. The leaders of Earth have been in power for so long that won't tolerate even a shred of dissent, and you are standing in the way of their final victory. These are the people who have controlled your entire life, and all of it has been a twisted lie at that. If you've wished for a moment of justice, fight onward.



As your transport nears the gateway that hides the Alien Relic, you hear a Mech's engine blazing away in the skies behind you. You've seen this model before, but you never got a chance to fight it out. Now it's time to see what that model can take before it tumbles out of the sky.

During the **Guardian's** first pass you only need to jump over the spread of light fire that strafes your ship's wings. This is extremely simple, but the next phase of the Mech's attack is much harder to defend against.



GUARDIAN

PERCENTAGE OF LEVEL	20%
FIREPOWER	HIGH
ATTACK TYPE	TRACKING MISSILES, ENERGY BEAMS
FIRING RATE	MODERATE
HEALTH	HIGH
SPECIAL	THE GUARDIAN CANNOT BE HURT WHEN IT ISN'T USING ITS ENERGY BEAMS



The Guardian's primary attack is based on a combination of tracking missiles and powerful energy beams. Once the Mech is on the side of your transport, it will extend its vulnerable beam weapons and use them to constrict your movement. Use your **Heavy Machinegun** to savage the arms of the Guardian, but shoot down the missiles that approach when they grow near. You will have to dance across the wings of your ship while doing this, so compensate for that as you fire.



DON'T JUMP

There are moments when the missiles will come from the sides and tempt you to leap over their path. Even when things get truly desperate, you can't risk a jump when the beams are firing around you (there just isn't enough room for you to avoid hitting the Guardian).

The Machinegun and a quick sidestep are the only tools that you have.



After a pass or two, your weapons will destroy the Guardian's energy cannons. This doesn't destroy the chassis or damage the Mech's jest, but at least it gives you a little more space to maneuver.

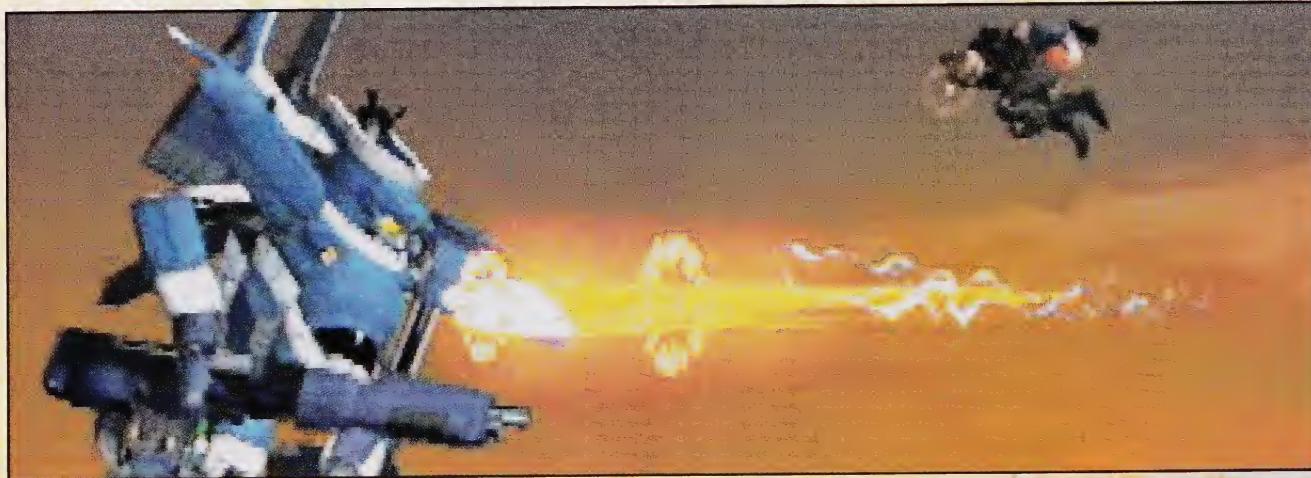
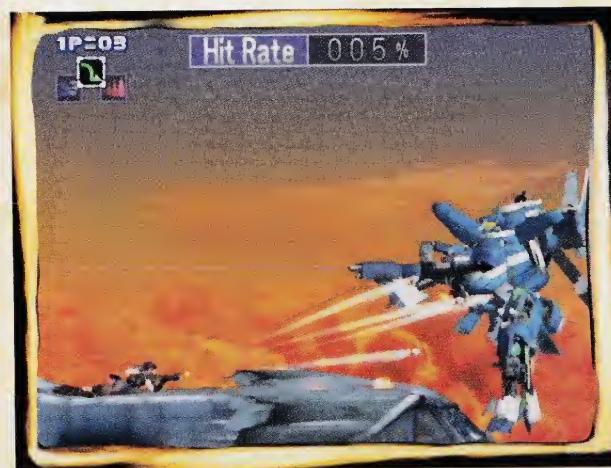
The Guardian's next move is to come in close and go into a triple attack pattern that isn't very hard to counter.

The first part of the routine puts the Guardian on the left side of your ship. Use energy shots on the upper torso of the Mech to do damage. Take two shots at first, then fire one more off each time you jump to avoid the three ground blasts that the Guardian fires across the wings. After this series, the Mech will fly off.



The second part of the routine comes from the right side. The Guardian will slowly lower toward your craft while charging up a powerful beam strike. Lie down to save yourself and use homing missiles to hit the Guardian while you are safe. After about four of your shots, the Mech will pull away again.

To finish off the pattern, the Guardian will come down in the middle of the ship. You should stand on the left side of the wings and aim diagonally to get a couple of shots into the Guardian before it gives up.



This attack routine will repeat until the Guardian is dead, but the order of the strikes will shift around if you wait for too long. If that's the case, stand in the center of the wings while you are trying to figure out where the Guardian will come down (you certainly don't want to get caught under 60 tons of metal and charged beam weapons).



After the Guardian has been destroyed, your ship will have a clear run toward the portal. On the other side of the gateway is the Triumvirate; the confrontation that you seek is just, and is needed by the people of Earth to live safely again. For better and for worse, you'll never get to bring the Triumvirate to their knees (they have doomed themselves already).



20%

PHASE ONE: GOLEM

From the deaths of the Earth's leaders come a new threat. The Relic that has brought Earth into a violent war and nearly to extinction is beginning to awaken, and that means you must take quick action to stop the strongest Aliens from dominating the Earth.

The first of the monsters to come out of the glowing Relic is an idol of dark stone. This **Golem** is almost in the form of a man, which makes it quite disturbing (coming from such a foreign place). Make sure that your **Fire Whip** is fully charged for energy shots and take a few diagonal shots into the Golem as soon as you can.



GOLEM

PERCENTAGE OF LEVEL	15%
FIREPOWER	MODERATE
ATTACK TYPE	TRACKING ENERGY BALLS, RAM
FIRING RATE	SLOW
HEALTH	HIGH
SPECIAL	CAN ONLY BE HARMED WHEN HE IS CORPOREAL



The Golem only has three attacks, and only two of these are unique. Because this creature's pattern is fiercely defined, it doesn't take very long to learn how to survive against him.



Take energy shots at the Golem when he solidifies. The first attack that the creature will make against you is often his most powerful. From one of the corners, the Golem will begin to charge an energy strike of some sort. Fire three energy shots at him during this time and leap over the two energy spheres that he throws at you. If you jump too soon, the second sphere will almost always strike you (it tracks your movements).

The second attack will always come from one of the upper corners. After a moment, the Golem will throw his arm out like a spike and try to pin you. This is a very fast attack, so it's a lot safer if you stay in the far corner on the ground; and out of his range. You can jump and lob energy shots from there without fear of reprisal.



The third attack is quite similar to the second, but the Golem will go to the center of the screen before forming. From there, the creature will glide over to you and drive you arm into the ground. This is easy to avoid by waiting until he stops above you before dodging. Take a shot as he approaches and a second shot after the attack has failed.



Success in this battle is almost entirely determined by your ability to dodge the Golem's energy attacks. If you are patient and don't dodge prematurely, the Golem will likely fall without harming you.



35%

PHASE TWO: RELIC FROG

Even as the Golem begins to deteriorate into the swirling colors of this strange area, another monster is forming to take its place. This new enemy is also familiar in form, taking on the image of a **Frog**. Do not let this trick you into confidence; the Frog is still a fierce enemy who has felled many on the field of battle.



RELIC FROG

PERCENTAGE OF LEVEL	15%
FIREPOWER	MODERATE
ATTACK TYPE	TRACKING ENERGY BALLS, RAM
FIRING RATE	SLOW
HEALTH	HIGH
SPECIAL	CAN ONLY BE HARMED WHEN CORPOREAL

The Frog also has three attacks, but only two of these are any real threat to you. As the creature is forming, you are free to take a few charged energy shots at it. Shortly, the beast will retreat into the ether and return on the right side of the screen. Continue to make your energy shots, but stay at the far left side of the area to avoid the Frog's burst of vomit.



After this has passed, the Frog will create a series of sticky spindles that will float across the air toward you. These things extend while they move, and it becomes almost impossible to leap over them without being stuck and killed by the deadly traps.

To make things a lot easier, hit these excretions with energy shots (attacks that will pleasingly strike the Frog as well). This will cause the spindles to shrink for a short time, and you can leap over these while continuing to fire down the line.



After you've beaten this attack, the Frog will pause for a moment then flee with great speed. Keep your guard up, because the Amphibian will turn around and fly toward you in an attempt to ram your character off of the world. Run and jump to avoid this, then get ready for three more sweeps.

The Frog will pass across the screen three times, from side to side. Each pass will be at one of three heights (very high, chest level, or ground level). If the Frog is above you, do nothing. Duck under the chest level path and jump as high as you can to avoid the Frog if it is skimming the ground.



After the third flight, the Frog will appear on the left side of the screen and begin his attack anew. If you throw enough energy into him, this won't last for more than a few more moments.



PHASE THREE: FUNGAL BLOOM

Even as you celebrate your victory over the Frog and its vomit, a third nightmare will begin to form its way out of the Relic. This entity is a hybrid of fungus and jelly-fish. This **Fungus Fish** will rise into the air after its birth, and bad things are sure to come of it.



FUNGUS FISH

PERCENTAGE OF LEVEL	15%
FIREFORCE	HIGH
ATTACK TYPE	RAM
FIRING RATE	HIGH
HEALTH	HIGH

The battle against the Fungus is deceptively simple. The Fish will rise to the top of the screen and lazily float around while dropping mushrooms over the field. You must not touch these poisonous growths, because they will explode when struck by anything. Though you can use your weapons to shoot down mushrooms that threaten to touch you, it's still important to stay out of the way when the mushrooms fall out of the sky.



Most of the time, the Fungus Fish won't do nothing except create mushrooms and float happily around, but after several passes, the creature will begin to glow. This is your cue to clear a jumping path for yourself on the side that the Fish is floating toward. After a moment, the Fungus Fish will descend and race across the bottom of the screen; you must jump over the creature without hitting any of its mushrooms on the way.



This battle is not a matter of strategy (all you have to do is avoid the mushrooms and keep fighting). There are no tricks, and people will often use whatever weapon they feel most comfortable with. It may be easiest to use the **Fire Whip** because of its penetrating nature, but some players like to use homing missiles for defensive reasons.

Whatever you choose, it's wise to remember that the Fungus Fish is an enemy of great skill; you don't beat this enemy through gimmicks, and success is all the sweeter because of it.



65%

PHASE FOUR: THE AMOEBA

The next monster to come out of the Relic is about as fearsome as anything that you will ever meet. Though this gigantic organism looks so simple, it has a terrible set of abilities that make it viciously difficult to fight. Success is at hand, but failure dogs every step as the Aliens increase in power.



AMOEBA

PERCENTAGE OF LEVEL	15%
FIREPOWER	HIGH
ATTACK TYPE	TRACKING VOLLEYS
FIRING RATE	SLOW
HEALTH	HIGH
SPECIAL	THE AMOEBA IS ONLY HURT WHEN ITS NUCLEUS IS STRUCK. ALSO, THE CREATURE'S CYTOPLASM ACTS AS HEAVY ARMOR.

The methods for wounding the Amoeba you face are complex enough that avoiding its attacks is the first order of business. Instead of going for a quick kill, take your time to learn how the Amoeba works.

At first, the unicellular being will rise to the top of the screen and throw out waves of tracking energy balls. Luckily, these can be destroyed with attacks from any weapon. The best choices for survival are the **Heavy Machinegun** and its charge attack (the round sweep).

The Amoeba's volleys always come in cycles of three. After the third cycle at the top of the screen, the creature will descend into one of the corners; if you're distinctly to the left or right of the Amoeba, it will always choose the side on which you were standing when it begins its third volley. You will have almost no time to escape because of the Amoeba's size, so it's imperative that you begin changing sides as soon as the third spray of energy rises into the air.



When the Amoeba is in the lower level of the screen, you should get into close range and attack the center of the beast with rapid gunfire. This will cave in the cytoplasm and do damage to the creature's core. When the Amoeba sends volleys out, retreat when jumping and ducking slightly to consolidate the energy sphere (shooting at them as you go).

Continue this until the Amoeba rises back to its place at the center of the screen. You can continue to fire into the cytoplasm in an attempt to finish this monster off.



SPECIAL ATTACK FOR 2-PLAYER MODE

The Amoeba will sometimes be confused when there are two players attacking it. When the creature tries to choose a side, it ends up plopping down into the center (on occasion). When this happens, both warriors should use their **Heavy Machineguns** on the sides of the entity. This will quickly collapse the cytoplasm and rip the Amoeba into shreds.

THINGS THAT YOU DON'T DO TO AN AMOEBA

At first, it seems like energy shots would be perfect for harming this nasty creature. Because of the weapon's ability to penetrate almost anything, it should be very easy to hit the core without waiting for the cytoplasm to collapse.

Sadly, there is a **HUGE** problem with this. When struck with flame, the cytoplasm will rupture and release a plume of water toward you. This has a bad side-effect of killing you a lot of the time. The Amoeba can be killed in this manner if you have incredible patience and skill, but it's simply not the right way to proceed. Anyone with a death wish should try to defeat the Amoeba in this manner without hurting their controller or desk in the process.

If you can beat the Amoeba with the **Fire Whip**'s energy shots, then you have proven yourself to be a master of Shattered Soldier. An **S** Rank victory is soon to come once you can pull off something like that.



Using patience and the right tools, you can kill the Amoeba without too much hardship. The good news is that you'll be over the hump as soon as your enemy falls. All that's left is downhill from what you have now accomplished. Switch to your **Dive Mine Launcher** and get ready to finish things off.



PHASE FIVE: THE RELIC'S CORE

This final confrontation isn't much of a challenge in the grand scheme of things. The Relic has exhausted its supply of protector's, and now you simply have to lob dive mines into the glassy center of the core to finish off this cursed source of Alien power.



RELIC CORE

PERCENTAGE OF LEVEL	20%
FIREPOWER	HIGH
ATTACK TYPE	RAM
FIRING RATE	VERY HIGH
HEALTH	HIGH



It is sometimes possible to destroy the **Relic Core** before the chamber's defenses even get a chance to have at you. Using your dive mines, you have to strike the central core while watching out for the immune system of the Relic. Hundreds of little creatures are swimming around the room without purpose. These tiny things will kill you if you come into contact with them, but there are only two times when this becomes a substantial threat.

First, the immune system will occasionally go into overdrive and call all of the little protectors to the Core. The little guys will swim around the center of the screen and block as many of your shots as they can during this phase, but you can keep plugging away until their numbers dwindle. Even better, it is easy to stay out of the way during this process.

The only dangerous attack is when the core orders the tiny monsters to make a rush for you. This is given away by a sudden rush toward the top by a number of the defenders. Before long, the entire hoard will descend and swarm you with their foulness. Lock your movement and swing left, right, and above with the **Fire Whip** blazing. This is the safest way to make it through the rush intact.



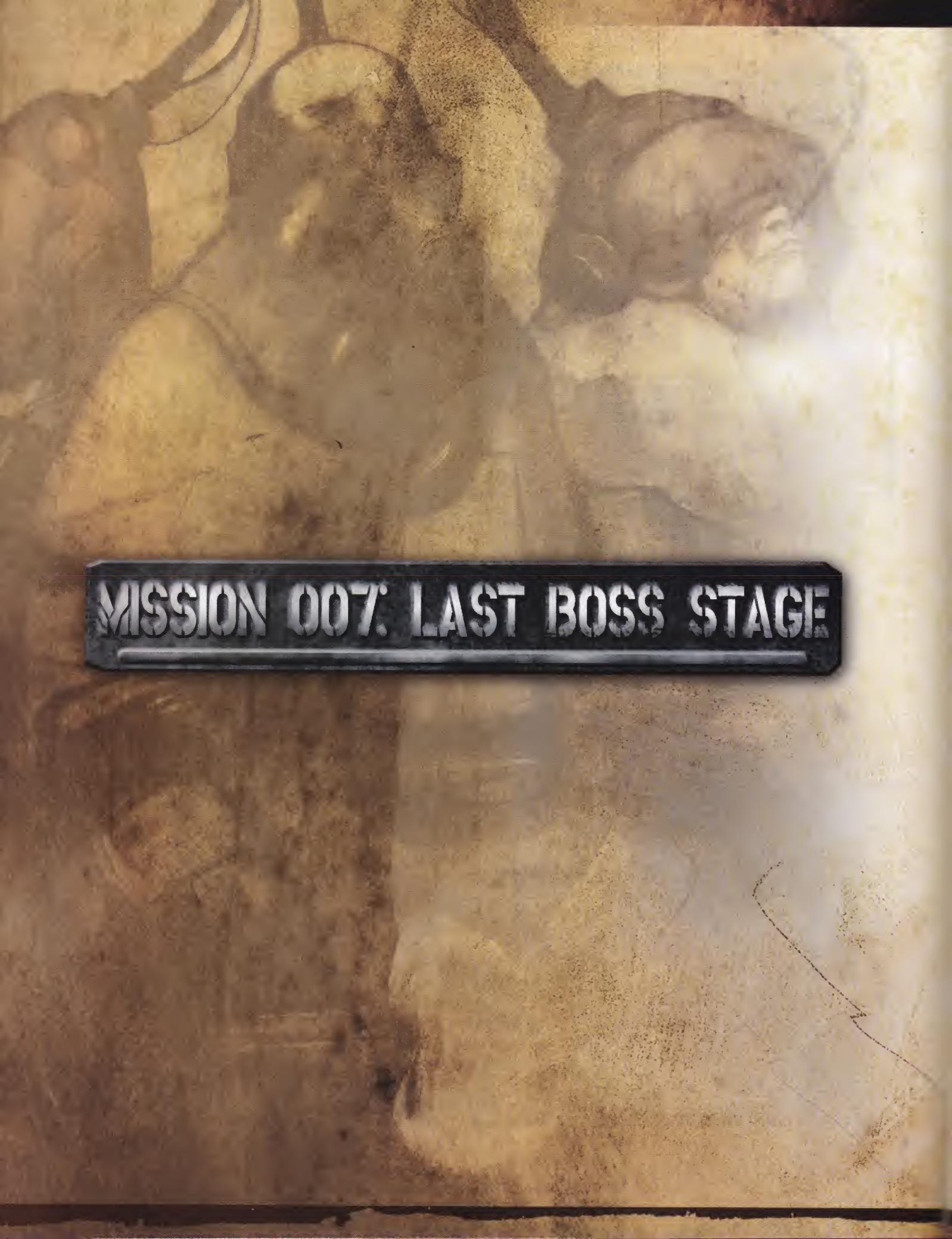
The Core will explode once you have put enough mines into it. Other weapons won't do nearly as much damage in this case, so keep the mines coming and the fight will soon be over. Congratulations, you have earned the title of Contra.

There are many possible conclusions to this journey, depending on how the rest of the game has gone.

If you finish this final level with a ranking of B or C, the ending will reflect that. You'll receive the game's second ending, another credit to your default, and more options in the Game's Menu. Most importantly, you'll now be able to select *Training: Mission 006*. This feature will allow you to practice the hardest level of the game without having to blow through the first five missions every time you want some training. This can't be treasured enough.

If you finish this level with an A or a coveted S ranking, then you will get to move on to a secret battle against the Relic's final defense. Incredible work!

100%



MISSION 007: LAST BOSS STAGE

Players who have made it through the entire game with an A or S rating will have the privilege of taking down the last vestige of the Alien's power on Earth. The enemy that chases your ship through the exploding territory of the Relic is a merging of the Frog and his Golem ally. With both of them together, there are sure to be some interesting moves in this epic climax.

SPIRIT OF THE RELIC

The monster that comes out of the flames is bent on destroying you even if it means dying to do it. Luckily, the destruction of the Relic has tremendously weakened the capabilities of the Aliens.

Though this is the final boss that you will face, it will not be difficult to overcome this force with the skills that you have already mastered.



RELIC SPIRIT	
PERCENTAGE OF LEVEL	100%
FIREPOWER	MODERATE
ATTACK TYPE	ENERGY SPHERES,
FIREBALLS	
FIRING RATE	MODERATE
HEALTH	HIGH



Both the **Fire Whip**'s energy shots and the **Heavy Machinegun** are useful in this fight, so choose the weapon that you are more comfortable with. The **Relic Spirit** has four attacks to make in its routine, and you will make it through without a loss if you master this pattern early on.



The first three strikes from the Relic Spirit are quite similar. The Golem will begin to charge two spheres of energy; you must be able to dodge these without falling off of your ship. The key to this lies in knowing where these spheres will land!

The initial attack will always fall toward the right side of the screen; you will be safer if you stay on the left side of the ship and wait for the spheres to bounce away or pass over you. Fire your shots off when you can, but never risk a death for even a good energy shot on this level.

The second set of spheres is the easiest to dodge. Stand on the left side again and make sure that you are almost directly over the red light on your ship's roof. Though the Golem's spheres will land frighteningly close to you, they will NEVER hit you, no matter how many times this attack goes through. To make things better, you can jump and attack during this routine without fear of death.



The final attack forces you away from the left part of the ship. Both spheres will land behind you as you rush toward the right side of the screen. Lock your fire toward the Spirit and attack while letting the spheres bounce over you. This is a little tricky since the balls of light have slightly different paths (you cannot assume that you are safe in a spot just because one sphere passes over you).

Back away as the Frog prepares for its attack. The Spirit will lower itself toward you before allowing the Frog to unleash a series of fiery attacks. This series will either aim low to spread fire over several points along the roof, or it will be aimed at chest level so that you have to fall prone to survive.



The best defense against the Frog's attack is to stay on the left side of the craft as the Spirit descends. When the fire is about to fly, leap into the air and quickly gauge which of the two attacks is passing beneath you. If it is the ground spray, guide yourself between the first and second blast of flame (this isn't very hard).

If the fireballs are guided up, then you have to pull your jump far to the right; this will plant you between the second and third fireball; hit the deck immediately to avoid the rest of the attack.



If you're getting a fairly consistent set of attacks in against the Spirit, you should be able to kill the creature during its third series of strikes. Be careful in finishing off the beast, because the Golem will drop the energy spheres if the Spirit dies during one of the energy attacks; this will make the balls bounce unpredictably.

For the safest victory, try to kill the Spirit off during the Frog's attack (which does not cause anything odd to happen).



When the Spirit is dying, you should stay on the left side of your plane and sit down. Don't move in the least when the enemy boss lands at the back and tries to pull your craft into the conflagration with him. He will fail, whether you pour missiles into him or not, and it isn't worth falling off when you're this close to your final victory.



In your final moment of success, there are only two possibilities. If you have won Contra with an A rating, you will get to return home as a great hero. Everything that you have done has served to free Earth from its own evils and from the scourge of an Alien invasion. You really have done everything in your power to save the people from a nightmare existence at the hands of tyranny and destruction! Well done.

And, if you have defeated the game with a final rating of S, then you have accomplished what would be impossible for almost any player. You have beaten everything in this difficult game without a scratch or even a blemish against your record. You have played, without exaggeration, a Perfect game. No honor within the game is high enough to reflect the skill that you have shown to overcome such tremendous odds, but you should know by now that the feeling of absolute victory is the best reward of all. Take care, and wear your laurels with pride.

100%



SECRETS

SECRET MODES AND ENDINGS

Shattered Soldier isn't a game that takes 60 hours to beat for the first time. That doesn't mean that you won't spend days and weeks of your life playing and replaying *Contra: Shattered Soldier* just to find new movies, modes, and for the thrill to breaking into the game's hidden stages.

Contra is all about increasing your skill in a vicious and difficult environment. To do that, you must strive to reach greater and greater heights. As a reward, you're given more lives, credits, movies, and other hidden pieces of information. To unlock this hidden world, you must practice. To make everything easier, read through the section below.

GRAB EXTRA LIVES

There are plenty of people out there who will need a bit of extra help to conquer *Shattered Soldier* on Normal difficulty. Luckily, the game is set to make things a little bit easier for you as time goes on. After you have saved a certain number of hours of battle time, the game will begin to increase the number of lives that you receive for each credit. The default count for this is three lives, but the following times raise that number.

Over 6 Hours 4 Lives per credit

Over 13 Hours 5 Lives per credit

Over 20 Hours 6 Lives per credit

HOW TO GET HIGHER RATINGS

Contra ranks each mission based on a few things. Your hit rate determines the maximum number of points that you will receive toward your total rating (each mission will give you a 100% total if you take out every target). You will lose 2% off of this for each player lost during the mission, and there is an additional 10% penalty if you have to use a continue.

There are a number of tricks to increase your chances of getting a higher rating. Beyond practice, there are a few subtle things that make a big difference. For the first few levels, you can select the order in which you take on the missions. This also allows you to redo any of the early four even after you have gone on a beaten other ones. Thus, you can improve your overall rating by returning to levels where you performed below your expected level.

Next, there are uses for credits that are far more positive for your rating than continues. Continues slam your point total, so badly in fact that they almost preclude a positive ending for you unless your performance is quite good all around. Instead of using continues, pause the game when your lives run low and choose **Retry** from the command menu. Though you will be forced to start the entire level over, your lost lives will not count toward the level's total (nor will a continue count as having been used). Thus, the retry command serves as a form of "get out of jail" card for a high rating game.

UNLOCK NEW ENDINGS

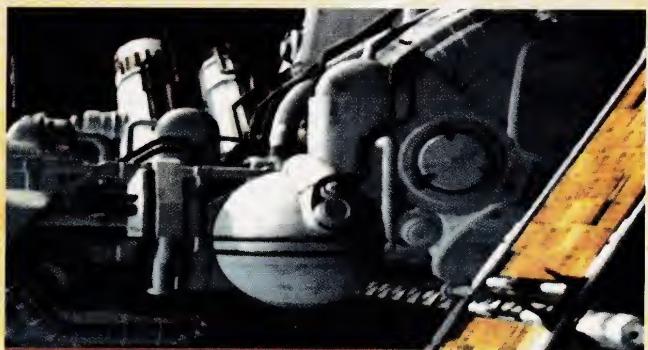
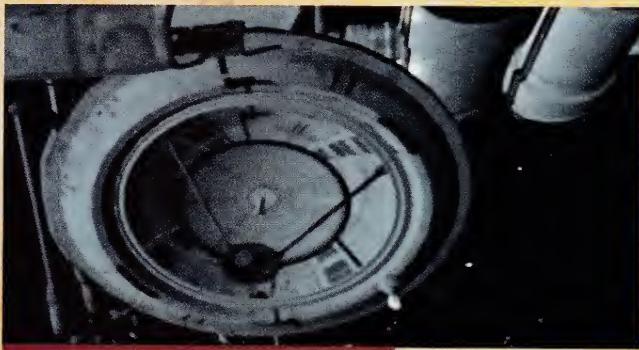
There are four endings that you can find in *Contra: Shattered Soldier*. In truth, there are five endings, but the first doesn't advance the storyline. The following list discusses how to get each ending, and it also shows a bit of what you find at the end of each road. Be careful looking through this area if you don't want to know what is coming for Bill and Lucia.

PSEUDO-ENDING

If you complete the game on the easy setting, you will only be able to go through the first five missions. After beating Archipelago, you will be told to try the game on Normal difficulty to unlock more endings and features. This is fair enough, and it gives you a lot more to look forward to!

SATELLITE WEAPON

If you play and beat the game on a normal setting with a Rank of B or C, you will finish after Mission 005: Archipelago. Because you aren't able to find out enough information, you won't have a chance to go on and face the challenges of the hidden levels. Still, you will be given plenty more chances to succeed.



You are given access to the Theater (where you can watch the movie that you have just unlocked) and to the Database, where interesting background information can be found. Read about the wars that preceded Shattered Soldier.



RETURN

Beating the Archipelago with an A or S rating will get you into the first hidden level. Mission 006 has a lot of tough fighting to get through, but you will get a new movie if you can defeat the bosses there with a B or C ranking.

Victory here will grant you a spare credit (which will help tremendously in the battles to come) and it will get you a second movie. Take a look through the training section to find Mission 006 now, and practice that vicious level until you can defeat it with an even high rating.



TRIUMPHANT RETURN

Beating Mission 006 with an A or S rating will get you into a fight with a secret boss in the game's final level. This exciting encounter won't stand in your way for long, and soon you will return to Earth as a triumphant leader and hero.



Very little remains hidden after this victory. Only the final movie will remain locked. You now have access to the art gallery and training mode for the final level.



CONTRA VS.

The most fearsome test of a Contra player's skill is to complete the entire game with an S rating. You cannot miss a single enemy or target along the way, and you cannot lose a life in a mission that you complete. This will not advance the story or give you any more game critical goodies (because it's assumed that some players won't be able to do this, even given a fair bit of time and practice).



The reward is a final movie that should give people a chuckle. Another credit toward your total is awarded as well, though it is no longer a real necessity by that point.



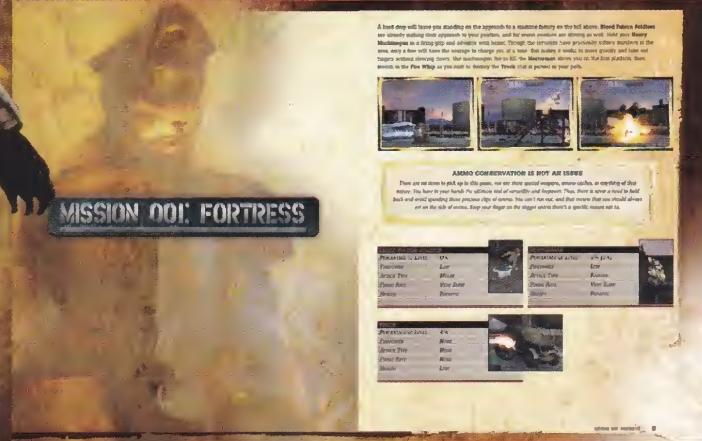
CONTRA

SHATTERED SOLDIER™

OFFICIAL STRATEGY GUIDE



MISSION 001: FORTRESS



Can you get
100% ON EVERY LEVEL?
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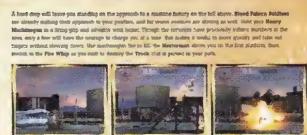
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